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SPECIAL ISSUE!!

GAMEPRO

#1 VIDEO GAME MAGAZINE

JURASSIC PARK!

Dinosaurs are back . . . in the Genesis, the Sega CD, and more! Pg. 36

FREE Special Section!
STAR WARS!
Empire–Beating SNES Secrets!

16 Pgs BIG!

ProReviews

Genesis–Splatterhouse 3 • Summer Challenge
Davis Cup World Tour • Jungle Strike
SNES–Battletoads in Battlemaniacs • Alien 3
Final Fight 2 • Dungeon Master
Sega CD–Final Fight • Rise of the Dragon
Duo–Sherlock Holmes Consulting Detective 2

More Street Fighter II!

Turbo for the Super NES!
Champion Edition for the PC Engine! See Pg. 116

Exclusive! The Shaq Attack Invades the Sports Pages! Pg. 126

MORTAL KOMBAT!
For the SNES, Genesis, Game Boy, and Game Gear! Pg. 42

Sneak Peek!
3DO CD Games, The Sega Channel! Pg. 30

NES–Mighty Final Fight
Jimmy Connors Tennis
Game Boy–Avenging Spirit
Game Gear–Streets of Rage

An IDG Communications Publication

July 1993
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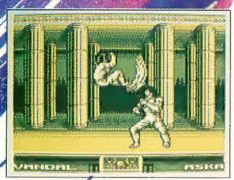

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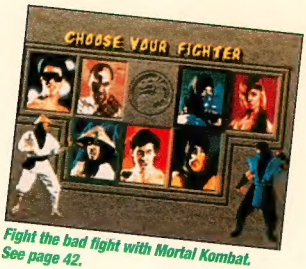
CONTENTS

Rash, Zitz, and Pimple chase the Dark Queen through the SNES. See page 24.



Fight the bad fight with Mortal Kombat. See page 42.

Dinosaurs make the ultimate return tour! See page 36.

8 **Letter from the GamePros**

12 **The Mail**

16 **The Cutting Edge**
Games on TV starring The Sega Channel! 3DO Games: Crash 'N' Burn and Total Carnage.

22 **Hot at the Arcades**
Drive for sport with Driver's Eyes or drive for blood with Lucky and Wild.

24 **Special Feature: Battletoads in Battlemaniacs**
The terrible 'Toads are back to take over the SNES, and Part Two of the Battletoads comic.

30 **ProStrategy Guide: Ecco the Dolphin**
Part 3 brings Ecco on home.

36 **Special Feature: Jurassic Park**
Welcome to Jurassic Park for the Genesis, the Sega CD, and more! Enter at your own risk!

42 **Special Feature: Mortal Kombat**
It's a Mortal Kombat overkill PreView – SNES, Genesis, Game Gear, Game Boy, and Sega CD!

44 **ProReviews**

44 **Genesis:** *Splatterhouse 3, Jungle Strike, Toys!, PreView: Journey from Darkness: Strider Returns, PreView: Rocket Knight Adventures*

60 **Sega CD:** *Rise of the Dragon, Final Fight, Time Gal*

94 **SNES:** *Final Fight 2, Alien 3, Dungeon Master, Tuff Enuff, Brawl Brothers, PreView: Clay Fighter*

106 **Nintendo:** *Mighty Final Fight*

110 **Neo•Geo:** *World Heroes 2*

112 **Duo:** *Bonk 3 (Duo Chip), Sherlock Holmes Consulting Detective 2 (Super CD)*

130 **Game Boy:** *Avenging Spirit*

134 **Game Gear:** *Streets of Rage*

116 **Special Feature: Street Fighter II Again!**
Street Fighter II Turbo's coming for the SNES! In Japan, SF II Champion Edition ready for the PC Engine Duo.

Volume 5, #7; July issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. For subscription problems only: (303) 786-7459. Second class postage paid at San Mateo, CA and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P. O. Box 55527, Boulder, CO 80322-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian** orders must be pre-paid in U.S. dollars on a U.S. bank and must include $10/year additional postage.

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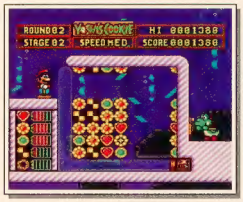

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CONTENTS

Street Fighter's still fightin'! See page 116.

120 The Sports Page
Sports Insider talks with Shaquille O'Neil. Davis Cup World Tour (G), Jimmy Connors Tennis (N), NBA Jam (coin-op), Summer Challenge (G).

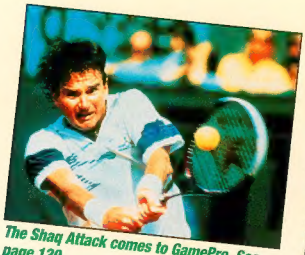
136 GamePro Lab Report
Hardware Helpers becomes GamePro Lab Report for gadgets and gear.

140 Short ProShots
Quick hits on some cool new games.

146 S.W.A.T. (Secret Weapons and Tactics)
Check out these hot tips and tricks from GamePros everywhere.

150 ProNews
All the video game news that fit to print.

158 Advertiser Index

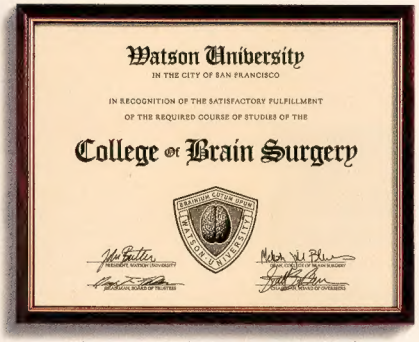


The Shaq Attack comes to GamePro. See page 120.

See page 145 for inside info on BLOCKBUSTER VIDEO'S awesome summer giveaways!

Super Star Wars returns with part two of our 16-page ProStrategy Guide. Maps, tips, and tricks by us; character profiles and photos from Lucasfilm archives.

WHAT'S THE WORLD COMING TO WHEN IT'S EASIER TO GET A DEGREE IN BRAIN SURGERY THAN A SEGA™ SEAL OF QUALITY™ ON A VIDEO GAME?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Do Dinosaurs Walk Among Us?

Letter from the GamePros

Jurassic Park – best-selling novel, blockbuster movie, video game, CD game, and this month's cover story – will make dinosaurs the cultural icon of 1993. Video game companies would do well to remember the fossilized lesson of the dinosaurs: Those who don't adapt to the changing environment disappear.

To survive in the increasingly competitive electronic entertainment habitat, smart game companies are finding out that it takes a team effort to come up with a winner. "Strategic alliance" is the hot catch phrase of the moment. Currently strategic alliances are uniting companies ranging from movie powerhouses to cable-communications outfits.

Jurassic Park is a high-profile example of what happens when companies from different fields team up. Sega, Ocean, and Universal Pictures will attempt to herd dinosaurs into the hearts and minds of American gamers and moviegoers. Steven Spielberg, the film's director, went to bat for a 3DO version of the game by MCA. (3DO is itself an interesting alliance, with Matsushita, Time Warner, AT&T, and Electronic Arts among its team members.)

Of course, Hollywood, the "entertainment capital of the world," has had its sights set on electronic entertainment for a while. The Lucasfilms/LucasArts team produced Star Wars for the SNES (see the Star Wars ProStrategy Guide in this issue) and the soon-to-be announced Super Empire Strikes Back. Recently, however, LucasArts formed a partnership with Silicon Graphics to use its high-powered graphics computers to develop films and electronic games. Sony Imagesoft has a Columbia connection that will result in Dracula, Cliffhanger, Last Action Hero, and Journey to the Center of the Earth...all soon-to-be video games based on films.

The most fascinating and potentially far-reaching alliance (as reported in this month's Cutting Edge) concerns the Sega Channel. Sega's allied itself with Time Warner and Telecommunications, Inc., the nation's number one and two cable-system operators, to create a video games channel. According to Sega, subscribers will be able to play and preview Genesis games by the end of the year.

Video game companies are also looking within their own ranks for suitable matchups. Alliances between Capcom, Sega, and Hudson Soft in Japan will result in several incarnations of Street Fighter II for the Genesis and the P.C. Engine. (See the Street Fighter II Special Feature on page 116.) Sega, Disney Software, and Virgin Games are working together to create Disney's Aladdin, based on the hit animated movie. Even adversaries like Sega and Accolade have become allies. (See ProNews, page 150.)

Of course, one major player remains quiet on the alliance front. Nintendo can surely see which way the wind is blowing. If they can't, perhaps they need to be reminded of what happened to the dinosaurs.

"Video game companies would do well to remember the dinosaurs."

GAMEPRO

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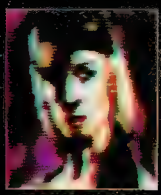
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SEPTEMBER 93

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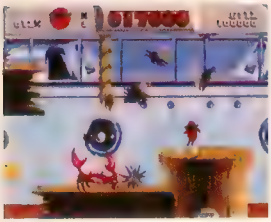

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7UP

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THE MAIL

Give Us Letters, Give Us Art!

I've been subscribing to *GamePro* for about a year now, but I'm disappointed with the mail section. It's too short!

David Luong, Vancouver, Canada

I think the magazine should have a page where readers can draw pictures of their favorite characters or games.

Tom Warnke, Schuamburg, IL

(We've always said our readers have the best ideas. We hear, and we obey! As you may have noticed in last month's GamePro, we've expanded The Mail to two pages, plus we've started giving space to some of the cool envelope art you send in each month. Send us your photograph, and we'll put your face next to your letter. – Earth Angel)

Unfair Opponents

Is it just me, or do computer opponents on some video games cheat? If you're playing SF II above Level 5, don't even think of having a fair fight against Guile, Blanka, or M. Bison. Guile whips off two or three Sonic Booms in a row, sometimes within three seconds. I once had Blanka walk toward me and do a Rolling Attack! What's up with that? On Super Mario Kart, the computer-driven karts act like they're riding on rails. It's impossible for gamers to drive that way. Why do game makers make some games so blatantly unfair to the people who play them?

Jared Spiegel, Machias, NY

In SFII, the computer uses moves normal players can't.

(In a sense, you're correct. The designers give computer opponents the ability to bust moves no human player can execute! Normally, Blanka wouldn't be able to use the Rolling Attack while walking toward you, because he'd have to Charge Back first. By giving the computer "superhuman" abilities, designers not only compensate for the limits of artificial intelligence, but make the game more challenging. The rewards for beating such tough opponents are well worth the effort, though. Try completing Street Fighter II on Level 7. If you can do it, you'll see a special ending. After all, who wants to waste their bucks on a cart that's easy to beat. – Slasher Quan)

A Bloodless Mortal Kombat?

I'm very happy that Acclaim will create Mortal Kombat for the Super NES, but I hear Nintendo has a rule against "too much violence" in games. Have Acclaim and Nintendo discussed the graphic violence in MK? Without the violence, MK will just be another poor Street Fighter clone. Please keep us up to date on this situation.

Garrett Masui, Union City, CA

Will Nintendo cut the violence out of Mortal Kombat?

(We went right to the source for the answer to this one. Allyne Mills, a spokesperson for Acclaim, tells us, "Acclaim's goal is to make Mortal Kombat as true to the arcade games as possible. We think gamers will be happy." For more information, see our PreViews on upcoming Mortal Kombat titles on page 42 of this issue. – Hack 'n' Slash)

A Bit of a Problem

Both the Genesis and the Super NES are 16-bit systems, yet they play 12- and 16-megabit games. Could you please explain this to us gamers who wish to know more about our systems?

Thumper, Iowa City, IA

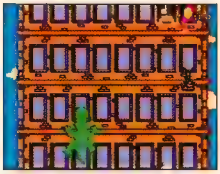
(Questions about bits and megabits confuse more than a few gamers. Both the Super NES and the Genesis are "16-bit" hardware systems, which means that they can process 16 bits of data at a time (twice as many as the NES, which is an 8-bit system). The label "16-bit" here refers to the speed of the hardware's processor.

A "16-megabit" label on cartridge software means something completely different. Megabits, or "megs," refers to the total amount of data stored in the cartridge. Currently, carts come with 4, 8, 12, and 16 megs of data (one megabit equals 1,000,000 bits). – The King Fisher

Is Nintendo Dissing Sega?

I've noticed something very controversial in the Bartzilla level of Bart's Nightmare for the Super NES. At one point, it looks like people are throwing Sega Genesis systems at Bart. Excuse me, I thought that this was a Super NES game! Since Sega's their main rival, isn't Nintendo taking a shot at its competition? If Nintendo's dissing Sega, I think it's a low blow.

Sal Piscopo, Brooklyn, NY

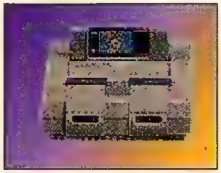


(We fired up Bartzilla in our Game Lab and saw people throwing...something. Definitely something. Here's the screen, what do you think? – The Unknown Gamer)

Super NES, S'il Vous Plait

Can you hook up the Super NES system to a European television? Also, is the Street Fighter II arcade game played in Europe?

Dino Shipmon
Panorama City, CA

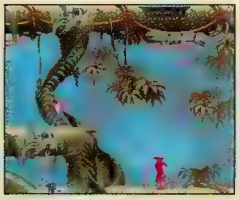


(Pack your passport and your clean underwear, Dino, but don't pack your Super NES when you go to Europe. Unfortunately, European TVs have different display standards (PAL and SECAM) than we do in the US (NTSC). If you plug in an American Super NES across the pond, the picture will be scrambled. Likewise, if you buy a Super NES in Europe, it'll work on European TVs, but not on American TVs.

Honest. It really is a Cartridge Game!

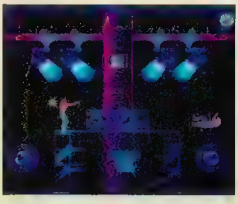
FLASHBACK
THE QUEST FOR IDENTITY™

12 MEG

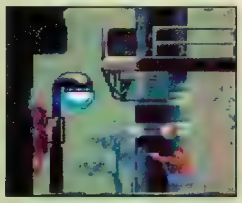


Planet Titan: *Outwit and outgun weird mutants and traps to escape from this hostile jungle.*

New Washington: *You found your memory. Now take on lethal missions to survive undercover.*

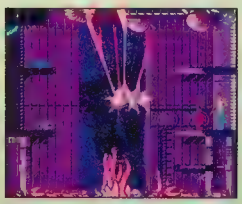


Death Tower: *Combat deadly replicants in a futuristic gladiator show. The prize - your life.*

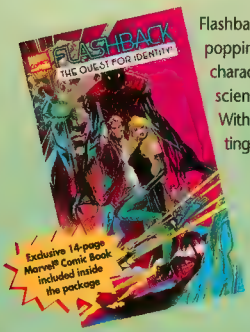


Earth: *Your cover has been blown. Now robot cops are after your hide.*

Paradise Club: *You discovered the aliens' headquarters but get trapped in their prison.*



Planet Morphs: *Transmutating morphs relentlessly defend their planet from your assault.*



Flashback's animation is so fluid, and the graphics so eye-popping, you won't believe it isn't a CD-ROM game. The characters move at 24 frames-per-second and an intense science fiction plot unfolds with animated sequences. With 7 challenging levels and a choice of 3 difficulty settings, you'll wonder how this all fit into a cartridge.

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U.S. GOLD and Delphine Software

Fortunately, you'll find that SFII is a big hit in European arcades, so you'll be able to practice your moves while you're there. Bon voyage! – Rampant Saxon)

Addresses, Please

I was wondering if you could send me the addresses of the following companies: TTI, 3DO, and Electronic Arts.

Don Allen, Mankato, MN

(Here ya go: Turbo Technologies, Inc., 6701 Center Dr. West, Suite 500, L.A., CA, 90045; The 3DO Co., 1820 Gateway Dr., San Mateo, CA, 94404; Electronic Arts, P.O. Box 7578, San Mateo CA, 94403. – Holly Wood)

The Last Ultimate Final Closing End

If, as the name suggests, Capcom's Final Fight was the last fight, how can there be a Final Fight II? I'm perplexed.

Jennifer E. Barr, Olney, MD

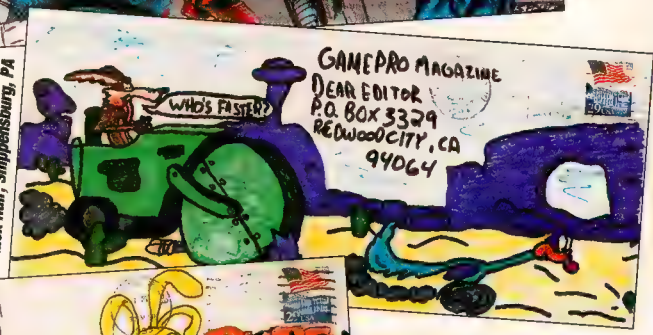
Will there ever be a final Final Fight?

(Hmmm, you may be on to something here, Jennifer. Come to think of it, how can there be a third, fourth, and fifth Fantasy if the first Fantasy was final? (Do you follow?) Face it, just like the movies, as long as the first fight is financially fruitful, further fights will follow. Besides, do you really want these great series to end? – Gideon)

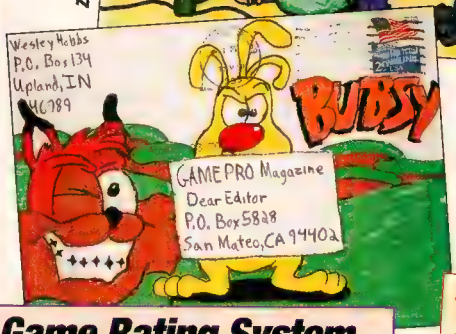
Envelope Art

Great art! In every *GamePro* we'll feature the best art we received that month. The best artist will get their picture in our mag and a free GamePro T-shirt, so keep 'em coming.

Sal Piscopo, Brooklyn, NY

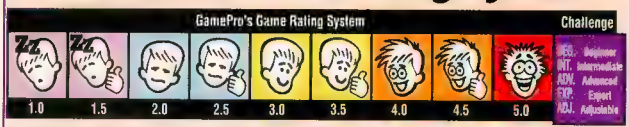


Zack Hair, Shippensburg, PA



Wesley Hobbs, Upland, IN

GamePro's Game Rating System



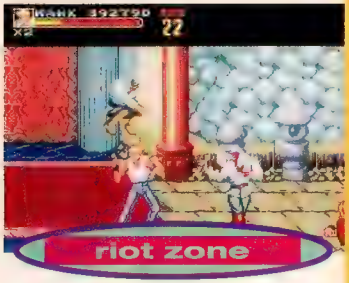
Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

So, Tell Us What You Think.

This is your magazine, so tell us what you'd like to see in it. Here's your chance to design the kind of mag you've always wanted. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Thanks for your help!



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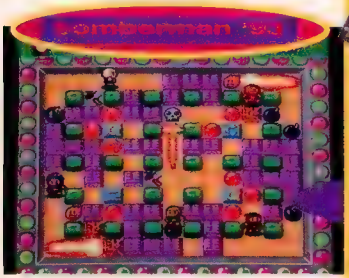

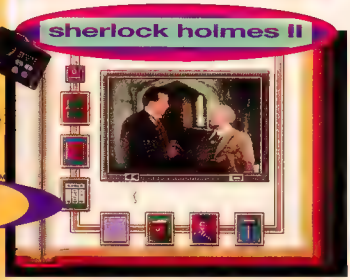

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THE CUTTING EDGE

Video Games Come to Cable

By The Desk Jockey

President Clinton calls it the "data superhighway," and the industry's top gaming companies are doing their part to help pave this road of tomorrow. This information freeway will deliver video entertainment and information services over the coaxial and fiber optic lines that bring you cable TV.

What does this mean to video gamers? A possible revolution in how games are delivered to your home! Sega's ready to fire up The Sega Channel, a service that sends Genesis games over cable. The interactive Games Channel is also on its way, and Nintendo could be next.

The Sega Channel

Sega called its shot in a recent press announcement by aligning itself with Time Warner and Telecommunications, Inc. (TCI) to launch The Sega Channel. Genesis owners will be able to subscribe to this premium channel service and play any cartridge game in Sega's vast library without leaving their homes.

Prime Time Any Time

The Sega Channel will be a 24-hour-a-day cable channel, similar to any other premium channel such as HBO or Cinemax. After signing up with your local cable company, you'll insert a special decoder unit into your Genesis system's cartridge slot and connect your regular TV cable to a wire interface to process the Sega Channel's signal. A menu will display the current game offerings, and you'll download a game into the decoder cartridge. The game will be stored in the decoder's memory as long as the power remains on, but you'll have to download it again if you switch off the Genesis.

Cable Genesis

Sega will offer portions of its entire 16-bit cartridge library on the channel, and it will update the selection at least once a month. In addition to current games, snippets of unreleased games will be posted. For example, players might be able to sample the first level of Sonic The Hedgehog 3 before it's available in stores. Sega will use the channel to test-market games, such as the offbeat carts from Japan that Sega of America usually hesitates to bring to North America. Plans also call for monthly themes, such as role-playing and sports. Special promotions, news, contests, and on-line tips will accompany the games.

The Sega Channel is cartridge-based, so it won't work with Sega CD games. Sega is negotiating with Capcom, Konami, Acclaim, and other companies to offer their carts on the channel, but nothing's definite. Sega won't comment on whether The Sega Channel would be compatible with the 32-bit Sega system that we believe is in development.

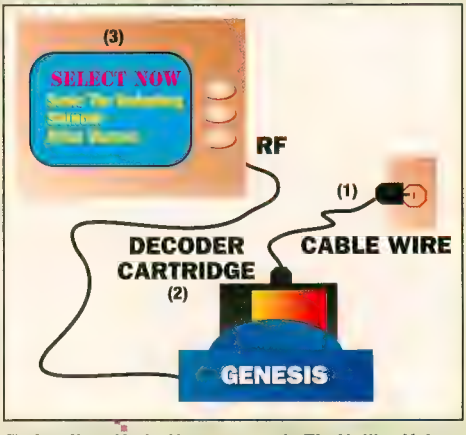
Can 3DO Hook Up Too?

Trip Hawkins, founder of the 3DO Company, has made no secret that part of his vision for the 3DO Interactive Multiplayer includes an expansion device to support a cable interface. Time Warner is one of 3DO's key financial partners, so we wondered if Time's alignment with Sega indicates its relationship with 3DO is on shaky ground. Time Warner spokesperson Edward Adler noted that when the 3DO system sells as many units as the Genesis has (12–14 million estimated by the end of '93), it would consider helping 3DO start its own channel. Sega spokesperson Ellen Beth Van Buskirk added that The Sega Channel's joint-venture company, comprised of representatives from Sega, Time Warner, and TCI, may consider proposals for channels based on systems from other companies, including Nintendo and 3DO.

A Fiber Optic Future

Sega's partners in the deal, TCI and Time Warner, are the nation's first- and second-largest cable system operators, respectively. According to these cable-TV giants, the next step for both the cable industry and The Sega Channel is fiber optic cabling. It's a higher-density cable than the coaxial cable currently installed in most American homes. It sends and receives information faster and more efficiently. Time Warner is currently test-marketing fiber optic cable in Orlando, FL, and TCI is now wiring up fiber optics nationwide, with plans for full mass-market penetration by 1996.

This gives The Sega Channel the potential for live, on-line gaming in the future. Players around the nation could battle each other in Street Fighter II: Champion Edition or any other multi-player game on the chan-



The Sega Channel is piped in over your regular TV cable (1) and is translated by the decoder unit cartridge (2). Then a menu appears on-screen (3), and you choose a game to download into the decoder.

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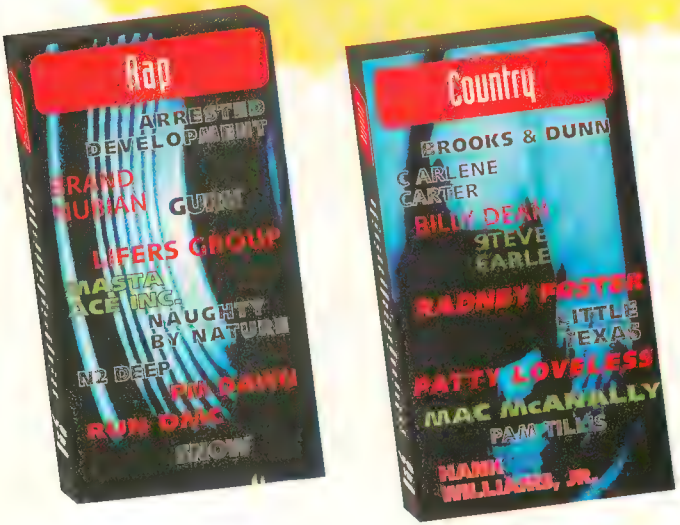

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nel. Sega could also create special versions of games to accommodate dozens of players.

Gamers Get Connected

Stand by for video lift-off. The Sega Channel has ambitious plans for a trial run in select locations this fall, with a nationwide launch scheduled in the spring of '94. The basic service will cost approximately $10 per month, though no price has been set on the decoder unit. Sega expects to sign up two million subscribers by year-end '95. More details should be released at the National Cable Television Association (NCTA) show in San Francisco in early June.

Sega of America, 130 Shoreline Rd. Redwood City, CA 94065 415/591-7529

The Games Channel Due in Fall '93

It's been over a year since we looked at The Games Channel (see Cutting Edge, April '92), so here's an update. The Games Channel is no heavyweight in the video gaming industry (yet), but it plans to finally make a splash with a nationwide roll-out this fall.

Two Kinds of Gaming

For $9.95 you'll get 20 hours of play each month, and $19.95 buys you 60 hours. The basic games aren't traditional video games, but on-line interactive TV games. Game types will include trivia, mystery, role-playing, education, gambling, and game shows. You'll watch a game and dial in the answers on any telephone.

As an additional service, The Games Channel will also offer cartridge-based video games. You'll be able to dial up a computer over the phone lines and download Genesis, Super NES, or NES games into a Super Power American Champions cartridge (SPAC). The SNES and Genesis SPACs hold up to 28 megabits of game information and cost $149.95. For the same price, the NES version holds 12 gaming megs. These SPACs let users buy games and download them permanently in memory until they're replaced with fresh games. Stripped-down SPACs that can store games only in active memory (until the power is turned off) are sold for $49.95.

The video games will all be non-violent, and they will focus on such themes as education and personal enrichment. The American Champions brand will initially offer 25 games, but The Games Channel also hopes to post games from other companies.

TGC's Next Level

In the future, The Games Channel plans to take advantage of fiber optics, as well as a new digital video compression (DVC) technology, which works over existing cable lines. With DVC enhancement, regular coaxial cable can send approximately 10 times more data, and can receive data, too. Digital video compression could be in homes everywhere by 1996, and would enable TCI, Time Warner, and other cable companies to broadcast many more channels than they can today.

The Games Channel plans to use DVC for live, on-line, competitive gaming. It would enable users to play both the TV games and video games over cable, and they wouldn't have to use the phone lines. The Games Channel could give Sega a run for its money – and its subscribers!

The Games Channel 26 Parkwood Ave. Toronto, Ontario, M4Z-2X1 Canada 800/567-8965

Nintendo to Broadcast Video Games via Satellite?

That's the question the whole video game industry is trying to answer. As reported in ProNews (May '93), Nintendo has purchased a satellite broadcasting company in Japan. According to well-placed sources, Nintendo plans to begin beaming games to Japanese satellite subscribers as soon as April of next year.

This would be an unlikely service to bring to mass market in the United States, because individual users would have to purchase a satellite dish to receive the signal. One source speculates that Nintendo could solve this problem by installing local-area satellite dishes, which would serve entire neighborhoods or apartment buildings. Nintendo also might abandon the satellite plan in the States and simply create a cable-based Nintendo channel to compete with Sega. To date, Nintendo has declined to comment.

Crystal Dynamics Games: 3DO Gets Real

By The Whizz

The 3DO Interactive Multiplayer is practically a legend before its time. As more software begins to surface, however, the game-playing potential of this powerful 32-bit CD-ROM system is beginning to materialize.

Panasonic's 3DO Interactive Multiplayer prototype.

Crystal Dynamics intends to be one of the first game software companies to dedicate 100 percent of its efforts to developing 32-bit entertainment titles. To solidify its stake in the future of electronic gaming, the Palo Alto, CA-based company has created a series of proprietary 32-bit tools, programming techniques, and software engines. For example, their Dynamic Coordinate Mapping System (DCMS) enables programmers to manipulate geographical terrain in real time to create waves and simulate earthquakes. Likewise, their Intelligent Graphic Orientation Tool (IGOT) enables programmers to painlessly import graphics of up to 32,000 colors from IBM or Macintosh drawing programs to the 3DO graphics format.

The company will reveal its handiwork in two 3DO games, which will be available when the Panasonic version of the unit launches in October. For its first 3DO games, Crystal Dynamics is going for something borrowed, but infinitely new.

Crash 'N' Burn

You'll be able to take the 3DO Multiplayer for a spin through a post-holocaust world. Crash 'N' Burn is a 3D auto racing/combat simulator that combines high-speed driving with lethal weaponry. The riotous racing action takes place on 30 tracks in a highly detailed three-dimensional world that consists of polygonal shapes that are completely texture mapped. Crystal Dynamics prefers the more elegant term "texture sculpting," but the process is the same. Texture mapping (or sculpting) is essentially a technique that "grafts" detailed pictures onto the polygon shapes. The powerful 3DO graphics processor can then whip these sharp 3D graphics around any way a programmer likes.

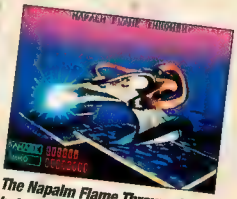
Texture mapping makes the cars in Crash 'N' Burn look awesome. The racers are beautifully drawn with a variety of off-the-shelf computer graphics programs. Each vehicle is intricately constructed from at least 20,000 polygon shapes.

New Cars, New Tricks

Many of Crash 'N' Burn's game elements will be familiar to video hard track vets, but the 3DO twists will blow your doors off. For instance, the driving is in some ways like controlling a Virtua Racing vehicle, but with infinitely better-looking graphics. In fact, like Virtua Racing, you'll get three selectable driving perspectives: cockpit, chase car, and four car-lengths behind. But, for the first time ever, video racers will be able to maneuver through banked curves and corkscrew turns, thanks to a proprietary 3D racing engine that Crystal Dynamics plans to feature in several other racing games.

In Crash 'N' Burn you'll take on nine fierce opponents. To select a driver, you watch a video personality profile, where each radical racer snarls their assets into the camera. Full-motion video footage of live actors in costume brings the characters to life, but you'll also find that their driving and fighting styles reflect their outrageous personalities.

Crash 'N' Burn racers are state of the art.



The Napalm Flame Thrower is a hot option.

Crash 'N' Burn will support two players, but Crystal Dynamics suggests that the 3DO system's daisy-chainable controllers will make a 16-player racing game possible.

The weapons are lethal, if familiar. Among the armaments will be Vortex Mines, Fusion Casters, and 120 mm Gauss Cannons. Crystal Dynamics will flex some 3DO muscle by showing off the unit's Transparency effect with a defensive cloaking device that makes the car translucent (and "invisible" to computer-controlled vehicles) as it speeds around the track. Crash 'N' Burn looks like a killer auto racing game.

StarFox fans will find the look and feel of this game familiar, but that's like comparing an eagle to its skeleton.

As in Crash 'N' Burn, texture mapping makes Total Eclipse's game play environment look so slick it hurts. The animation will run at 24 frames per second, which is comparable to the quality of an animated movie. You'll also be able to select three flying perspectives: inside the cockpit, chase plane, and a broad look from behind the FireWing. DCMS effects will fire up volcanic eruptions and unleash violent lava flows.

Total Eclipse will test your reflexes and your nerves as you skim three-dimensional planetary surfaces and wind through narrow canyons at breakneck speeds. You'll zap the Drak-sai with a variety of imaginative weapons, including a searing Laser Blade and a mammoth Solar Bomb. Special 3DO hardware effects include the Phase Coil, which will diffuse your spacecraft so it can fly through objects. Total Eclipse will be totally "out there," and it will probably make you want to be out there, too.

A Brave New Virtual World

If these preliminary versions of Crash 'N' Burn and Total Eclipse are any indication, the rules of the Video Games Game have just changed... forever! 3DO game developers are taking the safe and smart route by going to proven themes, but there are games to come like none you've ever seen or played before!

Crystal Dynamics
2460 Embarcadero Way
Palo Alto, CA 94303
415/858-3640

Fang and Scorch are two mad members of the racing team.

Fly the FireWing in Total Eclipse.

Total Eclipse

Total Eclipse is a space combat simulator that may send you screaming into planetary places where no video gamer has gone before. Set in the year 2918, the game will put you in the FireWing, a Terran space ship on a take-no-prisoners mission. Your objective will be to prevent the evil Drak-sai from using their star-killing weapon, the Sun Dagger, to destroy the Sun.

Stunning graphics highlight the space combat.

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HOT AT THE ARCADES

By Hack 'n' Slash

This issue we hit the road with two sleek sit-down driving games from Namco. Driver's Eyes is an eye-popping virtual reality-type racing simulator, while Lucky and Wild is an exciting driving game with nonstop shooting action. Either way, its time to put the pedal to the metal!

Driver's Eyes Formula 1 Simulator (Namco)

Driver's Eyes is a massive, one-player sit-down unit with a full-sized Formula 1 driver's cockpit. You have a first-person, behind-the-windshield view via three monitors wedged together to create an almost seamless 180-degree field of vision for the driver. Add VR-style graphics that move and scale in real time, plus thunderous digital sound effects that blast out of the headrest, and you have a complete and captivating racing experience!

Truly incredible and detailed vector-filled graphics of a Monte Carloesque seaside resort racing circuit include palm trees, road signs, tunnels, and even a blimp. Silky smooth real-time scaling graphics zoom toward the driver head-on, only to zip by on the side screens a split second later. This creates a realistic sense of the speed, sharp turns, and sudden dips in the road. Watch for opponents that slink into your field of vision as they try to pass on either side.

Driver's Eyes offers two skill levels: Novice (three laps) and Super (four laps). Choose either automatic or 5-speed manual transmission to handle a top cruising speed of 265 mph. Standard controls include steering, gas, brakes, and shifting. You start with 90 seconds and earn extended time as you cross certain checkpoints and compete against 16 computer drivers. Game play and control of your car is extremely realistic (i.e. the laws of physics apply!)

Driver's Eyes is racing without risk to life and limb. Go see for yourself!

Lucky and Wild (Namco)

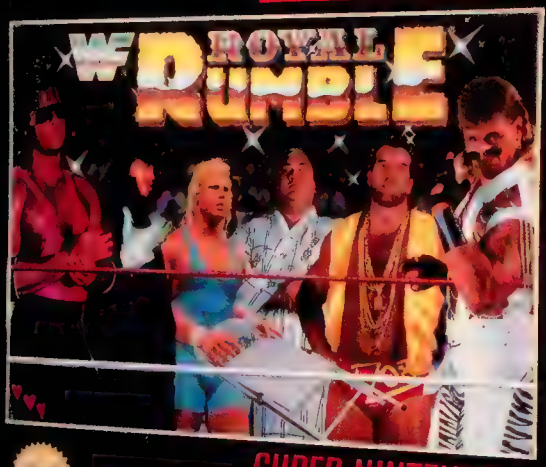
It was inevitable that someone would come up with a game that blends driving and shooting. Lucky and Wild does just that, so we decided to take this gun-mounted vehicle for a test spin.

Get ready to experience street-chase shoot-em-ups from the same perspective that you see in movies like *Lethal Weapon* and *48 Hours*. This game unit resembles the front seat of an undercover cop car. One or two players sit on a wide seat in front of a large-screen monitor – your windshield to the criminal-infested streets of Neo City, California. Player One controls the steering, gas, brakes and a forward-mounted Uzi. Player Two controls only his own Uzi.

Your "vehicle" careens through four treacherous stages of the city with smoothly scaling, forward-scrolling action. In the first stage alone, you'll need to bump and dodge enemy cars, shoot some punks, drive through a fleet of motorcycle thugs, and take a shortcut through the local indoor shopping mall. Although you have unlimited ammo, you still have to dodge traffic, pedestrians, and road obstacles to keep from damaging your ride. Deplete your car's health bar, and it's game over. At the end of each level, you'll face off against a boss – who's usually in a heavily armored vehicle. Wipe out the boss and proceed to the Pink Cat's Garage, where you repair your vehicle and earn extra bonus points, depending on how well you did.

Lucky and Wild features great graphics, awesome digitized voices and sounds, intense game play, and a rollickin' good time. Although not heavy on strategy, this is a fast-action game with an aim to entertain!

NO HOLDS BARRED SAVINGS!



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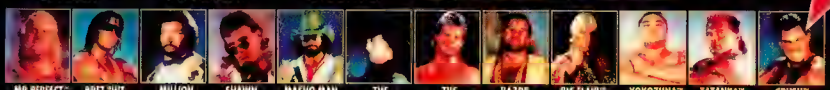

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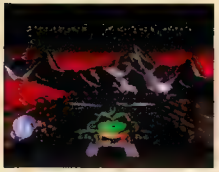
BATTLETOADS BATTLEMANIACS

By Slo Mo

Rash, Zitz, and Pimple are in your face once again. The Battletoads are back to fight for truth, justice, and the amphibian way in Battletoads in Battlemaniacs for the SNES. Tradewest's new NES and Game Boy Battletoads carts were okay (see ProReview, June '93), but this is really the game that you members of the Lily Pad Dojo have been waiting for.



Battletoads looking for adventure.

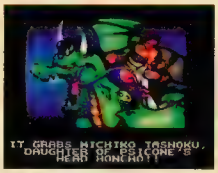
The 'Toads T.R.I.P. Out

Our heroes, Zitz, Rash, and Pimple, join Professor T-Bird and their friend, Michiko, at a demonstration of the ultimate electronic games machine, the T.R.I.P.S. 21 (for Total Reality Integrated Player System). The machine opens a computer-generated portal to a video game dimension called The Gamescape.

Gear up with Rash and Pimple.

You get seven multi-scrolling levels and extra bonus stages. You begin on Khaos Mountain and fight above ground and below to reach Volkmire's Dark Tower. Along the way you encounter wild rides on the Tracktor and the dreaded Battletoads Speeder Bikes.

Speeder Bikes are back.



The Pigs of the Apocalypse come ridin'.

During the demo, Psyko Pigs on horseback – the dreaded Pigs of the Apocalypse – charge out of the portal and bag Zitz and Michiko. The Dark Queen, sworn enemy of the Battletoads, and her mad, malevolent partner, Silas Volkmire, are behind the slimy deed. They plan to convert our universe into their very own Gamescape Kingdom. It's up to Rash and Pimple (coached by the Professor) to save their pals and put a sock on the Queen's plans.

Silas Volkmire...what a creep!

Froggies Go Assaultin'

Battlemaniacs is a swinging side-view action/adventure game. This superior SNES froggy free-for-all is tough but doesn't take a lot of brains to play.

Battlemaniacs' list of options is sparse. You can fight solo or recruit a pal for team 'Toading. Single players can play Rash or Pimple. Doubles partners can up their challenge with an option to hurt each other with errant blows.

Hip Hop Style

Battlemaniacs' graphics immediately hit your eye. This is the best-looking Battletoads game yet, and it perpetuates the cartoony, bizarre, radical style that made the original Battletoads NES cart a standout. The gorgeous character sprites endow the 'Toads and their foes with personality and attitude. For example, Silas Volkmire is a creepy, scary, skeletal nightmare, and the Dark Queen definitely has more hex appeal than ever.

Game ProFile (Super NES)

The Battletoads put their best webbed foot forward in this toadally audacious action/adventure cart.

Battletoads in Battlemaniacs
by Tradewest

Graphics	Sound	Control	Fun Factor	Challenge
5.0	4.0	4.0	4.0	Advanced

ADV.

Price not available
8 megs
Available July

Action/adventure
Two players

ADS ... LEMANIA

The Dark Queen's fatal attraction.

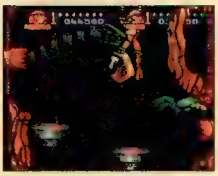
Some of the bonus stages are beautiful, especially the slick 'n' sliding side-view bowling bonus. The backgrounds are a cut above with great depth and lush colors.

PROTIP: It takes at least 200 points to score an extra life during the bowling pin bonus stage. Go for the blue pins.

Of course, the comical but great-looking Battletoads Smash Hits put the finishing touches on the bad guys. Pimple sprouts huge horns for his Battletoad Butt, Rash's hand balloons to major size for his Sidearm Slice, and you get 14 other outrageous creepbusters.

Battlemaniacs' sounds croak with the best of them. The rock soundtrack gets most of the credit, although the punch and blast effects are solid.

PROTIP: A quick way to bump off some foes is to knock them over edges. It's a good technique when you're surrounded.



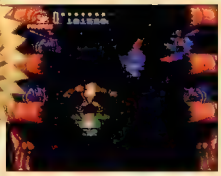
PROTIP: The Hover Disc doubles as a weapon. Press Up and hit B to blast it downward. Press either Left or Right and hit B to fire the Disc to the side.

The 'Toads' Lead

The game play is a snap – almost too simple. The controls follow standard Battletoads design, so you only press two buttons to Jump or Attack. The computer and your proximity to an opponent determines whether you kick, punch, or pull a Smash Hit. Beginners and intermediate players will find the game play painless. Hardened SNES fighters may desire a little more control, but at least you can use objects as weapons. Moreover, black and blue fighting-game vets will find the 'Toads' reaction time a tad pole...err, slow.

PROTIP: When the flaming Rockfire starts falling on Khaos Mountain, watch the shadows to make your moves.

PROTIP: Bad guys K.O. each other if you can just get out of the way.



PROTIP: Rack up points when you encounter the Wasplings on the Tree. After you knock one out, keep punching it against the tree trunk.

No matter what your skill level, there's a high probability you'll end up a toasted 'Toad. Queenie's formidable forces come at you with a vengeance, the obstacles are maddening, and the driving stages will drive you nuts. Your vital signs are weak: an eight-point life meter, three lives, three continues, and no power-up flies to snack on this time around. However, bonus rounds offer the opportunity to snag an extra life.

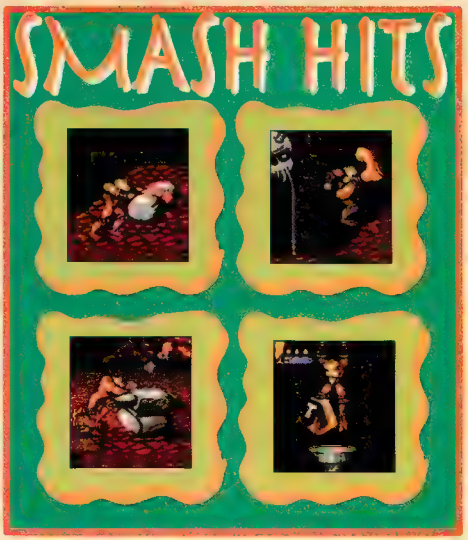
The Queen's gang will look familiar to veteran 'Toads tamers, but there are plenty of new villains and vermin, too. You'll get a kick (and more) out of lowlifes like Skellington Bone, Porka Pig, and the Great Ratso (a circus reject who booms out of cannons).

PROTIP: To beat Rocky at the end of the first stage in a one-player game, watch for his shadow when he jumps, and get out of the way! You can rock him as long as he's on his pork butt, but once he stands, dodge him.

PROTIP: When you face Rocky during a two-player game, Rash can hurt him when he stands by punching his stomach.

Toadally Awesome

Battletoads in Battlemaniacs is dynamite! The game's so tough and such an eye-popper, that you won't mind the simple, two-button game play. If you're looking for an adventure that's lean, mean, and green, jump on this game. G



BATTLETOADS™

Concluding our sneak peek of the new animated Battletoads cartoon show coming soon to a TV near you! Last issue, we saw how three nerds were instantly transformed into giant, super-powered toads by Prof. T. Bird and the Princess–alien visitors from another dimension. Moments later, evil villains from the same alien dimension popped onto the scene, looking to abduct the Princess!

Story: David Wise • Adaptation: Francis Mao

Stay tuned for the further animated adventures of Tradewest's Battletoads coming soon to a TV station near you!

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ALIEN INVASION!

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Genesis Pro-Strategy Guide

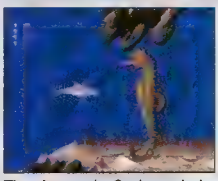
Ecco The

Bring it on home with Ecco the Dolphin in Part 3 of our ProStrategy Guide. Here's a slew of tips that'll help Ecco cruise through the weird and wacky oceans of past and future times, solve the mystery of who's doing what to the sea, and reunite, finally, with his missing pod. We'll begin in the Trilobite Circle and paddle through the Dark Water, the Deep Water, The City of Forever, The Tube, Welcome to the Machine, and the Last Fight.

PASSWORDS

Trilobite Circle:
OBEMUNLX
Dark Water:
JNXPUNLA

A Horse of a Different Color



There's a pesky Seahorse lurking in Trilobite Circle that gives Ecco a run for his money. To attack the sea steed, quickly dart in and Charge it, then swim away before it shoots the baby seahorses at Ecco. However, you don't really have to attack the seahorse. If you swim carefully over its head, you can shoot and touch the Glyph without too much trouble.

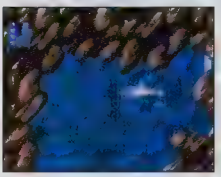
Stay to the Left

Near the end of the Trilobite Circle, stay to the left and watch out for a very dangerous current.

Flying Fish

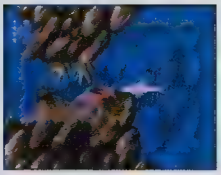
Ecco's got to make like a flying fish to escape from the Trilobite Circle. The exit to this ocean is in the air. When the level is complete, leap into the air and he'll fly to the next level.

Invincibility



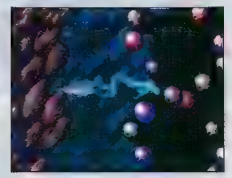
Ecco finds a handy invincibility Glyph in the Dark Water. Use it whenever he needs a hand.

Shortcut



Save yourself time and trouble by sneaking past the first Barrier Glyph in the Dark Water. Inch through the narrow tunnel between the two spikes, then head down to a Glyph that enables you to shoot your way through the third and final Glyph.

Fight the Asterite

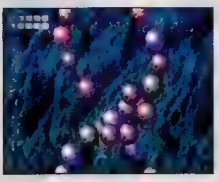


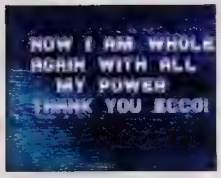
The Asterite in the Dark Water gives Ecco the toughest battle of the game so far. The Asterite shoots out deadly beams. Stay to the left of the Asterite and move up and down to avoid its rays. To defeat this odd creature, Ecco has to hit four Globes of the same color in a row. His best bet is to Charge into the Asterite Chamber and hit a Globe. Then he only has to consecutively nail three more Globes of the same color.

Thanks to the pods at Sega of America and Sandwich Island Publishing for navigat onal assistance

Deep Water:
EQAAKNLC
City of Forever:
ZBPIGPLD

Déjà Vu



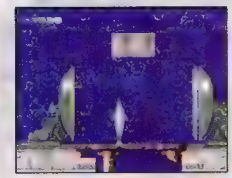


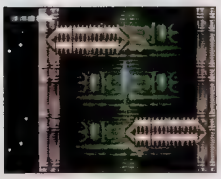
When he returns to the Deep Water, Ecco meets up with the Asterite one more time. This time around, you simply need to swim to the creature and touch its flashing Globe to restore its strength. After that, swim left to exit the chamber and return to the City of Forever.

Sonar Strategy

The range of Ecco's Sonar Blast decreases if you use it very rapidly. Sometimes this is good, sometimes it's not.

City of Forever, the Second Time Around





Ecco won't find anything new when he returns to the City of Forever. Simply swim to the time machine and Ecco will zap back to the beginning of the game. Once there, leap high into the air and Ecco will be sucked into the Vortex ship.

The Tube:
KUVEKMLK
Welcome to the Machine:
SDDBKMLG

Super Passwords

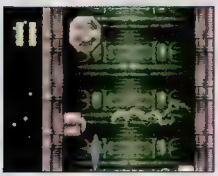
Here are some passwords that give Ecco unlimited air in these especially difficult areas:

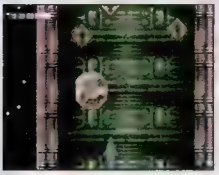
Unlimited air in the Tube:
FIVEPODS
Unlimited air in the Machine:
ECCOFMLY

DOLPHIN

Ecco The DOLPHIN

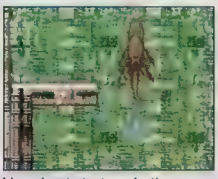
Down the Tubes





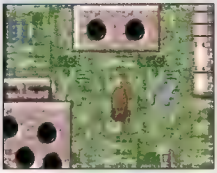
It takes Ecco about two grueling minutes to complete this level. When the current is slow, try to ram obstacles and barriers, or destroy them altogether. The barriers do more damage than the beams. When the current picks up, use your enhanced Sonar weapon to try to destroy rubble and obstacles. After about 80 seconds, the barriers stop appearing. Move to the right and cruise through the rest of the level.

Welcome to the Machine



Your best strategy in the Machine is to memorize the level, so you can easily take the turns and know what enemies are coming at Ecco and from where. If you're not sure which way the screen's going to scroll, stay in the middle of the screen and wait until you know. Watch out for dead-end passages near the end of the level.

Aliens



There are two helpful things to remember about Aliens. First, there will never be more than two Aliens trailing Ecco at once. Second, shoot rapidly and continually at the Aliens' heads. If you hit their bodies, their heads will keep chasing you.

The Last Fight:
KNLMLMLC

Stay in Control

It's easy to panic during the Last Fight. Stay calm and time your attack. If you get too wild, Ecco's never gonna last.

Keep Low

The little Aliens appear only during the Last Fight when Ecco gets too high in the sea. Stay toward the bottom, and they won't appear.

Eye to Eye

It takes seven hits to destroy each of the Mother Alien's eyes during the Last Fight. Remember, she spits bullets out each time you hit her eye, so Charge, and then swim above her to avoid them. When the Mother's eyes are destroyed, start ramming her in the jaw. Just remember not to Charge when she's sucking water in, or Ecco's instant lunch. It takes four hits to break off the jaw, then another jaw appears. Hit it four times, and a final jaw appears. Ram the third jaw three times and it's gone. If you keep ramming the place where the jaws appeared, the Mother Alien will explode, and you've won.

Turn off the Music

Want to eliminate the music in Ecco the Dolphin? All you have to do is pause the game, press Button A, and then unpause. You'll still hear all of the game's sound effects, but no music.

Invincibility!

Ecco's unstoppable with this invincibility code. To activate the code, wait until the screen appears that indicates which stage you're on, then simultaneously hold down Button A and Start until your game begins. When the game screen appears, you're paused. Unpause, and you've got invincibility!

Game Genie Codes!

Nothing fishy about these Game Genie codes for Ecco the Dolphin. Use them to make Ecco's journey a lot less dangerous.

Almost infinite breath (If you get stuck, switch off this code, let yourself die, and then restart your game.): **AKRT-JA64**

Protection from jellyfish and other enemies: **AL2A-JA7L**

Protection from spiked shells (but not from getting crushed) and some other enemies: **ALZA-JA5Y**

Protection from the Octopus: **AAVT-NAFC**

The Octopus is fatal!: **HAVT-NAFC**

Eating a fish restores health completely: **HCBT-LAEW**

Jellyfish and some other enemies restore health: **SW2A-KGPJ** and **HC2A-JAFL**

Jellyfish and other enemies restore breath: **SW2A-KGPJ** and **TC2A-JGFL** and **E42A-JAFN**

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JURASSIC PARK FOR THE SEGA CD

Sega's doing a little genetic engineering of its own at SegaWood, its multimedia studio based in Redwood City, CA. (See On Location, Dec. '92.) Jurassic Park is the first CD game developed exclusively in the U.S. by Sega of America. Sega's pulling out all the stops to ensure that the game makes as big a splash as the movie.

Scheduled for a fall '93 release, the CD version of Jurassic Park features graphics, sound, and game play based on the novel as well as the movie. To ensure authenticity, as well as a unique look and feel, Sega's worked closely with experts ranging from Universal Pictures to Dr. Robert Bakker, a world-reknowned paleontologist.

Using their state-of-the-art development equipment, including Silicon Graphics computers and Q-Sound audio technology, Sega's multimedia staff hopes to create a game starring a cast of dinosaurs that move, sound, and act as much like real dinosaurs as possible – at least, based on what we know about dinosaurs. For those creating the game, this represents an immersion into a world that existed 65 million years ago. The multimedia staff eats, sleeps, and probably dreams dinosaurs. They read about dinosaurs. They meet with Dr. Bakker to learn more about dinosaurs. They study dinosaur lifestyles and habitats. They try to figure out how dinosaurs moved and behaved. In fact, they have even crawled around swamps in Florida to record reptile sounds, which they're remixing to resemble what dinosaurs might have sounded like. Then, they try to incorporate it all into a game that brings these long-extinct giants to life.

Fortunately, SegaWood is more than equipped with the necessary tools to make Jurassic Park come to life on your video screen. The CD version will feature a style of play entirely different from any of the other versions of the game and, of course, the kind of sound and graphics only possible on CD. We'll have more on the making of Jurassic Park in an upcoming issue. In the meantime, here's a sneak peek at the SegaWood folks at work.

Available Fall '93

The staff at SegaWood not only sketches dinosaurs, but actually creates models of them. The models assist the artists in designing the game's dinosaur sprites via Silicon Graphics computers.

SegaWood artist Mimi Doggett sketches backgrounds that will be recreated in the Jurassic Park game.

When preliminary sketches are transformed into pixels and sprites, Jurassic Park comes alive on-screen.

Sega sends technicians offsite to record potential sound effects. (And yes, they really did crawl around in the Florida swamps.) Music and background sounds are then blended at SegaWood's recording studio. Q-Sound (see Cutting Edge, Jan., '93) will lend a unique, eerie quality to Jurassic Park's sounds.

It takes a lot of work just to create the game's background.

COVER FEATURE

An Adventure 65 Millio

JURASSI

TM & © 1992 UNIVERSAL CITY STUDIOS I

JURASSIC PARK FOR THE GENESIS BY SEGA OF AMERICA

Sure, you're itching to get your claws on that Sega CD of Jurassic Park. While you're waiting, though, don't forget to make a trip to Jurassic Park, Genesis-style. Developed by Blue Sky, this cart's an equally impressive adaptation of the Jurassic Park saga.

Sporting dinosaur animations that look as real as the ones you're gonna see in the $65 million *Jurassic Park* movie, this 16-meg cart stacks up with seven levels of one-player, multi-scrolling action/adventure game play. It also includes an evolutionary twist that none of the other versions has.

The setting: Jurassic Park. Science fiction meets science fact in this amusement park, which features exhibits found nowhere else on Earth. The inhabitants of Jurassic Park are genetically engineered dinosaurs. As visitors stroll and drive through the park, they view dinosaurs in their natural habitats. The only problem is that something's gone terribly wrong. The park's enclosures and security systems aren't quite as safe as they should be. Dinosaurs are on the loose and they're a threat to the park's visitors – and that means you!

What makes the Genesis version of Jurassic Park stand heads and tails above the other carts are its two modes of play. In the first mode, you play Dr. Alan Grant. You roam through the park in search of escaped dinosaurs in an attempt to rescue park visitors. Special weapons and tools at your disposal enable you to capture, but not destroy, the dinosaurs. To add to the challenge, Blue Sky built dynamic play into the game's artifical intelligence. This means the dinosaurs get smarter as you stalk them, so you have to get smarter, too.

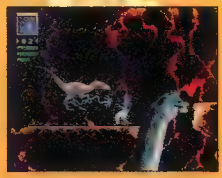
In the second mode of play, you get to climb into the mind of a Raptor, a small but extremely dangerous carnivorous dinosaur. As one of the most dangerous predators in history, your main task is to avoid becoming a fossil in a museum. It's a crash course in survival of the fittest as you try to evade your Jurassic Park captors and locate the boat that's gonna take you back to the mainland.

These two modes of play double the challenge, as you experience the thrill of being both the predator and the prey. Suitably primal sounds and authentic graphics put the finishing touches on the prehistoric ambiance. Here's a preliminary stroll through the park. The rest is up to you.

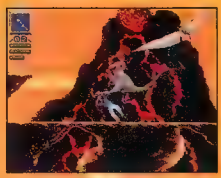
Available Summer '93

Serious Raptor problems and a Pteradactyl are a heck of a lot more challenging for Dr. Grant than a bunch of dusty fossils.

Triceratops may be relatively gentle, but this bad boy's gonna pin Dr. Grant to the Jeep unless Grant manages to tranquilize him.



Brachiosaurs are huge herbivores that are relatively easy to subdue. The smaller Raptors, however, are dangerous predators.



Grant's nothing more than a quick snack for the gigantic T-rex.

Michael Crichton's best-selling novel *Jurassic Park* has spawned a slew of spin-offs: this summer's blockbuster Spielberg flick, comic books, trading cards, and more. We've engineered a first look at Sega's sizzling Jurassic Park games for the Sega CD and the Genesis, based on both the movie and the book. We've also dug up info on some of the other hot Jurassic Park products coming your way.

JURASSIC PARK FOR THE GAME BOY, NES, SUPER NINTENDO, AND 3DO

Is Jurassic Park in the works for the other game systems? Of course it is! Ocean's hard at work on Game Boy, NES, and Super Nintendo versions of the game, and Sega's got a Game Gear version coming this fall. There's even a 3DO version coming from MCA. Here's a look at some screens from the NES game.

JURASSIC PARK: THE MOVIE

This flick's the one that everyone's been waiting for all winter long. Universal Pictures and Steven Spielberg have teamed up to bring Michael Crichton's blockbuster novel *Jurassic Park* to the big screen.

Here's the story: John Hammond, an elderly entrepreneur has created his dream – a theme park that features an attraction offered nowhere else on Earth – living, breathing dinosaurs. Hammond's team of biologists genetically engineered dinosaurs from pieces of dinosaur DNA. Hammond's created his Park on a remote, fog-shrouded island off Costa Rica. Visitors to the Park have the chance to see real dinosaurs in their jungle habitats. They eat, they sleep, they play, they forage for food...and, unfortunately, they escape!

When things go awry at Jurassic Park, Hammond flies in Dr. Alan Grant (a paleontologist) and Dr. Ellie Sattler (a paleobotanist) to help him set things right. What happens next adds up to the kind of nail-biting, edge-of-your-seat movie action that Spielberg's famous for. Don't miss it. After all, it was 65 million years, and $65 million, in the making.

Welcome to Jurassic Park!

When Jurassic Park's control room and master computer system malfunction, the Park and its visitors are in danger.

Guests stay at the luxurious Jurassic Park Visitors Center. They're safe there...or so they think.

Visitors to Jurassic Park travel in the Jurassic Park Explorer. It seems like a safe way to travel...for awhile.

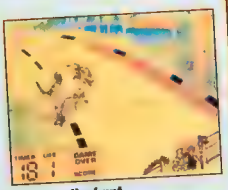
Raptors are the most deadly and dangerous predators of all time with a healthy appetite for the flesh of any species. They have to be kept in a heavily fortified Raptor Pen.

Dr. Grant, Lex, and Tim get lost in the wilds of Jurassic Park.

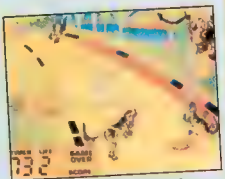
JURASSIC PARK HAND-HELD GAME

Tiger Electronics has also jumped on the Jurassic Park bandwagon with an LCD hand-held game. In this version, you play Lex and Tim, two kids trapped in Jurassic Park. Your goal is survival! As you race down the park's pathways, you're hunted by groups of Raptors, attacked by venom-spewing Spitters, and chased by a 25-foot T-rex. Lex and Tim have to climb trees, swing from vines, and reach power boxes in time to switch on the electric fences that trap the dinosaurs. If they get into big trouble, the kids can try to call Dr. Grant for help. There's more than one way to visit Jurassic Park, and Tiger's hand-held might be the perfect ticket for you.

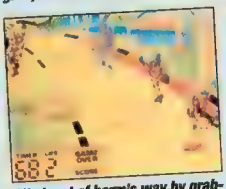
Jurassic Park by Tiger Electronics
Available now



T-rex on the hunt.



Raptors and Spitters hunt in groups. Climb a tree to escape.



Climb out of harm's way by grabbing a vine.

OTHER STUFF

You can just bet there's gonna be Jurassic Park screaming at you from the side of lunchboxes, t-shirts, backpacks, and more. This is one of the most heavily merchandised films of all time, with over 1000 product tie-ins currently in the works. Here are a few Jurassic Park products that look like real standouts.

Trading Cards

Check out Topps' Jurassic Park Trading cards. The Deluxe Gold series of 88

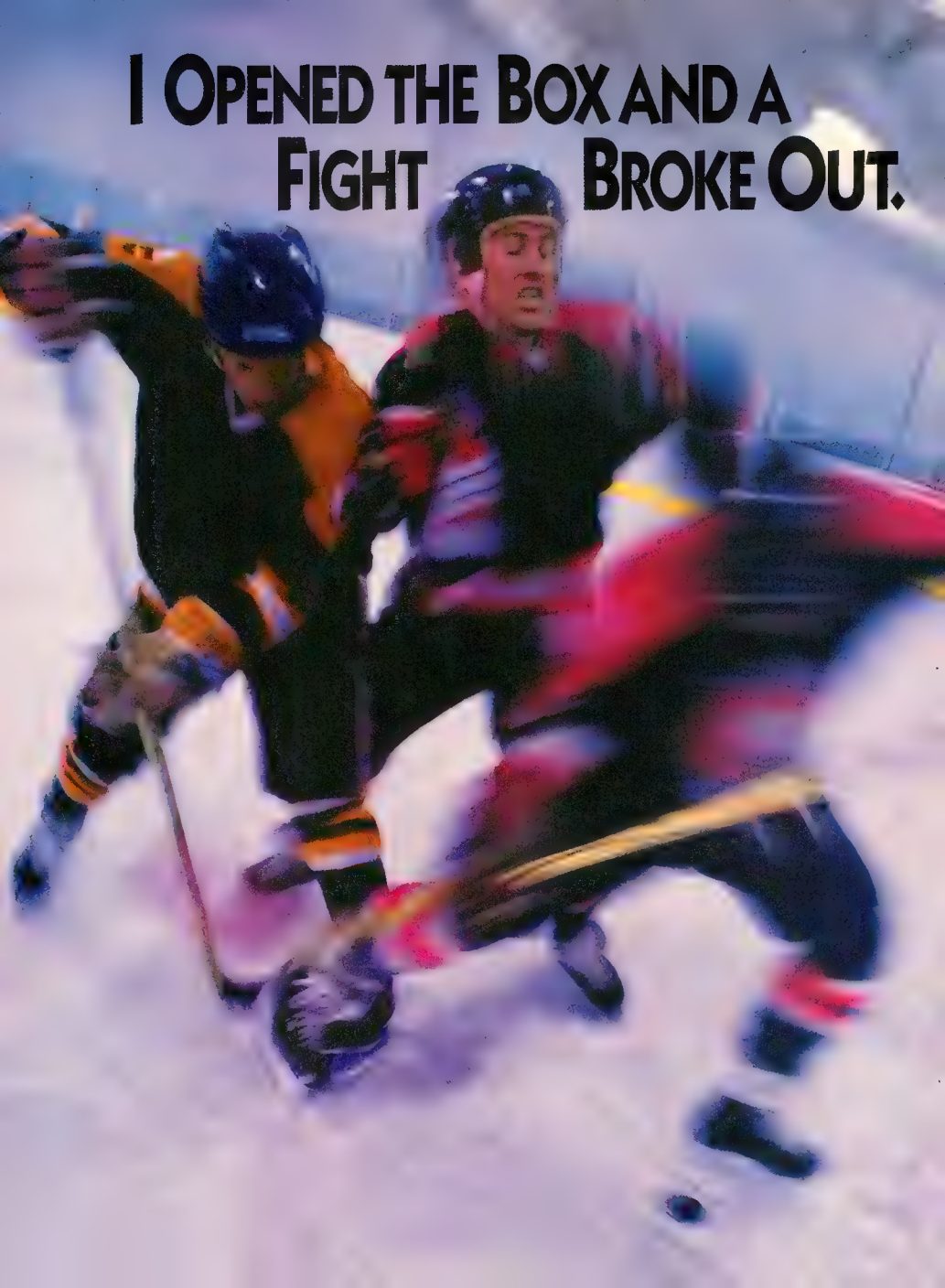
cards sports photos from the movie. A special series of 10 comic art cards featuring art by Walt Simonson will be bagged with the the Jurassic Park Comic books.

Comic Books

Topps is also publishing a four-part comic series beginning in June. The series follows the *Jurassic Park* story line. It's written by Walt Simonson, penciled by Gil Kane, and inked by George Perez.

Jurassic Park Official Movie Souvenir Magazine

This mag from Topps details the movie and story line with more than 100 shots from the flick. There's also a behind-the-scenes look at the making of *Jurassic Park*, including info on how the dinosaur models were constructed and used during filming. A big plus is the use of original art from Crash, the artist responsible for the stellar production art in the movie. This publication, available on the newsstand and at selected theaters, is a collector's item for any serious buff.


I OPENED THE BOX AND A
FIGHT BROKE OUT.

So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some **Super NES® Action.** I reach for my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when, BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAAA!

Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start ***shredding*** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!

They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the **Super NES®** controller under the sofa cushion and now

I'm in control of this game.

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!

SUPER SLAP SHOT™ Bust one open.

Licensed by Nintendo

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SPECIAL FEATURE

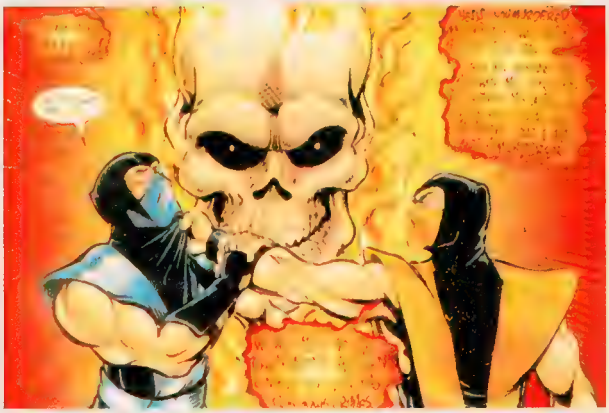
Mortal Kombat

By the Unknown Gamer

If you haven't heard of Mortal Kombat yet, you're so far behind the times you may never catch up. This arcade smash is the hottest coin-op since Street Fighter II: Champion Edition, and our mail has been flooded with letters begging for info on the video game versions. Well, here you go, Kombateers. Here's an update on Acclaim and Arena's lineup of Mortal Kombat carts.

If you're wondering how authentic this title's gonna be, don't worry, be happy! Acclaim's assured us that they're commited to making the game as true to the arcade as possible. Check out these screens for yourself and see what you think. Sixteen-meg SNES and Genesis versions are slated for a Fall '93 release, as are the Game Gear and the Game Boy carts. Look for a Sega CD version to follow in the future. We'll update you as more info becomes available.

MORTAL KOMBAT
GENESIS
SNES
GAME BOY
GAME GEAR
Available Fall '93
SEGA CD
Availability TBA



Everybody Shang Tsung Tonight

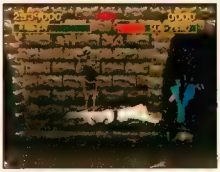
Only the best can compete in The Shaolin Tournament, a competition of honor and glory for warriors from around the world. The stakes have risen since Shang Tsung (an evil wizard) established himself as the Grand Master. Cursed by the gods, Shang Tsung is no longer content with simple victory. To ensure his survival, he claims the soul of every opponent he defeats. To guarantee his immortality, Shang Tsung conducts the tournaments with assistance from his brutal bad-boy Goro, a half dragon/half man killing machine that's all arms.

The Killing Krew

You get your choice of the magnificent seven.

Those who dare challenge Shang Tsung can fight as any of seven warriors. Each of the combatants has a unique style of fighting and trademark moves. Here's the lowdown on the lineup, and some of the special moves.

Raiden



It's a twister, Auntie Em! It's a twister!

Raiden's about to short circuit Johnny Cage.

Special Move

- Torpedo Blast
- Lightning Blast
- Teleport

Sub-Zero

Chill out!

Special Move
- Ice Blast
- Power Slide

Scorpion

Special Move
- Short Spear with Cord
- Scorpion Split

- Skull

Finishing Move

Kano

Special Move
- Laser Blade
- Head Butt
- Spin Attack

Liu Kang

Liu Kang flies through the air with the greatest of ease with this kick.

Special Move
- Fireball
- Flying Kick

- Helicopter Spin Kick

Finishing Move

Sonya

Sonya believes in first impressions, and the first one she's gonna make is on Johnny Cage's head.

May the Force Wave be with you.

Sonya's got a fierce uppercut.

Special Move
- Force Wave Punch
- Scissor Grab and Slam
- Flying Punch

- Kiss of Death

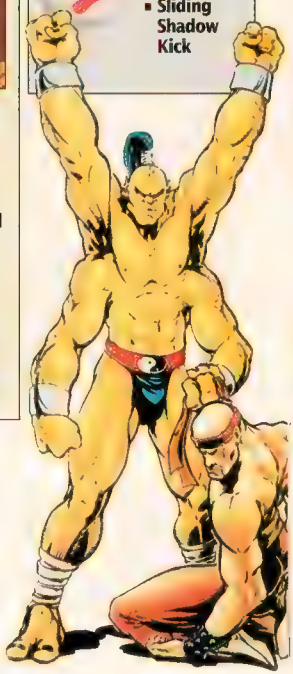
Finishing Move

Johnny Cage

Cage is twice the man his mother was.

Cage drops into a Split, then nails his opponent in the saddle warmer.

Special Move
- Green Flame
- Split Punch
- Sliding Shadow Kick



MORTAL KOMBAT™ : THE COMIC BOOK © 1992 MIDWAY Manufacturing Company. All rights reserved. All prominent characters and the distinctive likenesses thereof are copyright and trademarks of MIDWAY Manufacturing Company.

The Competition

Choose between two play modes.

The Tournament's a test of endurance for even the most seasoned fighter.

Players who step into the arena to compete in the Shaolin Tournament should make sure their life insurance is paid up. In Exhibition mode, two players go head-to-head. Enter the Endurance Round and you alone encounter a deadly tournament competition. To advance, fight a single opponent, then a pair of opponents, then Goro, and finally Shang Tsung. If you can still walk away from that, go home!

Goro

This handy outweilder is a former pupil and a devoted follower of Shang Tsung. Goro uses his lower arms to grab an opponent, then he pounds on their chest with his upper arms. He's also fond of knocking fighters down and jumping on their chests. When Goro cracks his knuckles you can hear it for miles.

Shang Tsung

The evil wizard fights dirty, and he's proud of it. During battle, he'll transform himself into all of the other characters, including Goro, and he has the ability to use their special moves. To become Grand Master, you must defeat Shang Tsung.

The Pit

Expect the unexpected. Defeat an opponent on the bridge, and you can knock him into the Pit. However, if your luck runs out and the Reptile emerges from the Pit, you'll have to enter the Pit to fight him.

Bonus Rounds

Smash-n-destroy's the key to scoring in the bonus rounds. Rack up extra points by pounding on the buttons to crunch wood, an anvil, or a jewel.

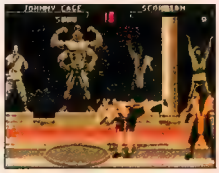
THE SCREENS ABOVE AND ON PAGE 42 AND 43 ARE FROM THE SUPER NES AND GAME BOY VERSIONS OF MORTAL KOMBAT BY ACCLAIM ENTERTAINMENT.

Genesis

ARENA'S GENESIS AND GAME GEAR VERSIONS LOOK JUST AS COOL AS THE SUPER NES CART. HERE'S A LOOK AT SOME EARLY SCREENS FROM BOTH.

Here's Raiden's Lightning Blast, Genesis-style.

Let's do the splits with Scorpion.



Two kicks are better than one.

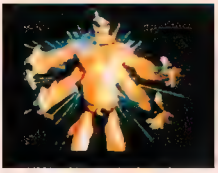
Liu Kang fires it up.

Kick it out!

The Scorpion rips off his hood to reveal a skull. A burst of flame from his mouth reduces his opponent to a charred skeleton. (Must've been the garlic appetizers.)

Raiden tries to corkscrew the Scorpion.

Game Gear



Buying a watch for Goro could get expensive.

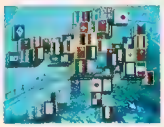
Goro – armed and dangerous.

The Game Gear version will include all of the fighters from the coin-op.

Sonya celebrates victory.

IT'S LIKE CHINESE FOOD... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.

Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.



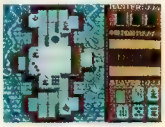
FLAGS OF THE WORLD TILE SET

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.



DRAGON'S EYE: THE ULTIMATE CHALLENGE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!

ACTIVISION®

Shanghai II: Dragon's Eye is available for SNES as well as PC and Macintosh. See your local retailer or call 1-800-477-3650

MARIO'S GREATEST

BOWSER HAS GRABBED MARIO...

...and Luigi needs your help on the adventure-filled mission to rescue his bro.

LICENSED BY

Nintendo

ADVENTURE YET!

Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting all the snow on earth. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off to famous cities where they commit dastardly deeds.

Travel the world instantly through PORTALS

It's up to you and the "ever-true-to-his-bro" Luigi to travel around the world, rescue national treasures and find the missing clues to save the world from destruction by Bowser. You'll explore exotic locations, chat with friendly (and not-so-friendly natives), collect valuables, outsmart the thieving Koopas, master the Globulator, and then rescue Mario in a surprise ending.

Snap a perfect picture in famous cities of the world!

MARIO IS MISSING! has great 2-D and 3-D graphics, a new Mario music soundtrack, lots of help screens and a fold-out map to help you keep track of facts, clues, photos and data.

Keep track of your clues, facts and cities with your fold-up map

Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city -- there's always something new!

MARIO NEEDS YOU NOW!

Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. ***It's time for you to be a Mario hero!***

THE SOFTWARE TOOLWORKS

MARIO IS MISSING!™

For NES®, Super NES® and IBM® PC & Compatibles

Help Me!

For the dealer nearest you or to order, call toll-free

1-800-234-3088

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SPLATTER

By Sister Sinister

Splatterhouse 2 was a hack 'n' slash hit last year. Naturally, Namco's following up its success with a sequel, Splatterhouse 3. The formula is the same as the original – only there's more of everything. More levels, more beat-em-up moves...and more blood and guts.

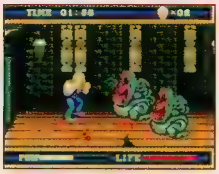
Rumblin' Rick

The Evil One's back for more messy fun and games. This time he's sent his bunch o' blobs to infest Rick and Jennifer's new mansion. In the process, the ghouls captured Rick's wife, Jennifer, and their son, David. Now, Rick's got to don his Mask and do some spring cleaning.

Splatterhouse 3 takes Splatterhouse 2's linear game play and gives it a gut-wrenching twist. Sure, the action's still side-scrolling, but now you get to choose your route through the game. The adventure begins on the first floor of the mansion. As Rick, you start there and clear the ghoul-infested rooms in any order. A quick glance at your handy map shows that a bloody "X" marks the location of each floor's end-level boss, your ultimate destination.

The game play's simple: You have to punch, kick, and whack the green pus out of all the nasties you encounter, annihilate the end boss, and trek to the next floor. Just to up the ante, there's a time limit. You can still clear the level if time runs out, but if the bosses get hungry waiting for you, they'll have a little snack. If this happens, what's left of your loved one's not a pretty sight. Make it through all six creep-infested floors and you face the Evil One in all-out bloody (and we mean *bloody*) fisticuffs.

PROTIP: It's very important to study the Mansion Map and figure out the best route. The clock stops while you're scanning.

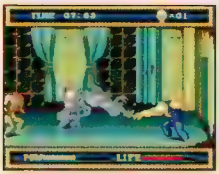


PROTIP: Toss all your opponents to one side of the screen. That way, one final punch will do in the whole bunch.

Blood and Guts Galore

This game's gory graphics will give you the creeps, and probably make horror flick fans feel right at home. Splatterhouse's best wackos and weirdos line up to take a shot at you in living color. Big blobs of goo rush at you. Incredibly detailed severed hands fall from the ceiling. Other critters look like giant, bloody internal organs, and several lose their heads only to reveal bloody, multi-pronged tongues. To make matters even more oozy, most creatures gush green pus when you pummel them. Great cinema sequences appear throughout the game as the story develops, and the endings change depending on how well you do.

Hauntingly good tunes keep up the intense pace and fit extremely well with the images. You actually feel pained when Rick roars in agony, and you won't forget the Boreworm Boss's creepy laughter for days – and nights.



PROTIP: Throw one opponent into two others to take 'em all down.

PROTIP: Take out sliding creatures first. If you don't, they trip you up and make you lose your balance with other opponents.

Movin' and Groovin'

Rick's apparently been hangin' with the World Warriors, 'cuz he's got new SFII-style moves, such as a Roundhouse Kick and a vicious head butt. He can also use various button-press sequences to activate cool Super Moves. The controls are easy to learn. Although they're more complicated than your standard hack 'n' slash, they're not nearly as tricky as an SFII-style game.

In addition to his regular moves, Rick can now pick up Blue Orbs for a temporary power-up. These strength-building balls increase Rick's power bar, buff him up, give him a new look, and arm him with special moves he can activate at any time. The beefed-up Rick can knock down his opponents in half the time, and he can use his special moves to blow his opponents off the screen.

In addition to all his fancy footwork, Rick still depends on his tried and true method of defense: Grab any old brick, two by four, or bat you see lying around and whack your foes with it.

PROTIP: Don't fight monsters off-screen or they'll have an unfair advantage.

Game ProFile (Genesis)

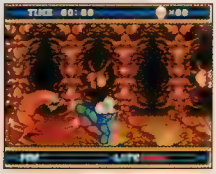
WARNING: Enter Splatterhouse 3 at your own risk! If you're prone to nightmares – stay away! In Splatterhouse 3, Rick encounters gruesome gore that surpasses any blood and guts seen to date on the Genesis.

Splatterhouse 3 by Namco

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	4.5	ADJ. Adjustable

$64.95	Action/adventure
16 megs	One player
Available August	Unlimited continues, passwords

HOUSE·3



PROTIP: Use your Roundhouse kick to beat the slippery, slimy Boreworm Boss.

Even though Rick's got some groovy new moves, the Evil One's gang will slash through his two lives quicker than you can sharpen your axe. Even so, adjustable challenge, unlimited continues, and a password system make Splatterhouse 3 better than the original. If you beat each floor with one minute or more left on the clock, you enter a bonus round. There Rick can pick up extra lives in the form of books, increase his health bar with beating hearts (and these hearts don't look like valentines), and augment his power by picking up little Blue Orbs.

Splitty Splat

It rarely gets bloodier than this – and that's one reason why this sequel will be so popular. Splatterhouse 3's got a high "gross out" factor and lots of not-so-clean fun. Just like any good horror movie, there are enough thrills and chills here to keep you riveted to your seat. This game is good to the last splat!

JUNGLE STRIKE

By Frequent Flyer

Electronic Arts is making a serious bid to double your flying and fighting pleasure. EA's Desert Strike is a top notch arcade-style helicopter combat cart, but Jungle Strike is twice as good!

Jungle Strike's 16 megs of memory doubles Desert's meg count. The double shot of silicon flexes its muscle in almost every aspect of the game, delivering more Campaigns, smoother flying mechanics, and extra aggressive enemy tactics.

Strike Two

In Desert Strike, Kilbaba, the Desert Madman, was eliminated with extreme prejudice. Now you're up against the Madman's son, Ibn Kilbaba, who's even crazier than his old man! The battlefield shifts from the desert to the jungles of South America, where Ibn's teamed up with the biggest drug lord in the Western Hemisphere. Both of these creeps have bones to pick with the U.S., and a nuclear holocaust is their tool of vengeance.

The bad guys are ugly, but familiar.

You play a hotshot chopper pilot with the skill, hardware, and attitude to prevent an atomic assault. Your aircraft is an experimental Comanche helicopter – state of the art in aerial firepower.

The high cost of failure.

A South American Adventure

Even serious chopper jocks will cruise Jungle Strike's skies for days. Its eight Campaigns take place across spacious multi-screen locales. You battle druggies and terrorists in the jungles, on the oceans, on top of snow capped mountains, in a South American city, and even in the streets of Washington, D.C.

PROTIP: You can blast practically everything, even the Oval Office and the Washington Monument.

Each Campaign features from six to eight mission objectives. Your tasks include protecting President Clinton (who makes an on-screen appearance), rescuing hostages, destroying drug fields, blasting a fleet of nuclear subs, recovering nuclear devices, and much more.

The Stealth Fighter eradicates drug fields.

Full Metal Flying

As in Desert Strike, your primary task is to pilot a high-tech helicopter via a ¾ overhead, outside-the-aircraft view. You can move the chopper 360 degrees around the screen, and you have to in order to complete your mission objectives. The excellent game controls are finely tuned, so if your Genesis controller's directional pad is worn out (as they often are), consider a replacement before hopping into the pilot's seat.

The cart adds some nifty variety to the action. You must drive a hovercraft, ride a motorcycle, and pilot a Stealth Fighter. EA did a great job of programming each vehicle with its own set of mechanics. Consequently, you must develop different strategies and tactics for each craft.

Game ProFile (Genesis)

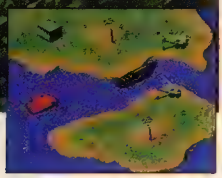
Fly across exotic South American locales, meet drug runners and terrorists...and shoot them. Jungle Strike and its precursor, Desert Strike, are the best one-two punch in the helicopter combat business.

Jungle Strike by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
5.0	4.5	5.0	5.0	Advanced

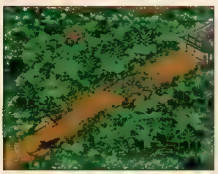
Price not available
16 megs
Available August

Air combat
One player
Passwords



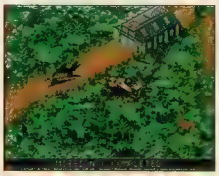
The Hover craft travels over land and sea.

PROTIP: The Motorcycle in Campaign 5 is between the Black Skyscrapers in the center of the downtown area.



PROTIP: To access the Stealth Fighter in Campaign 7, shoot the camouflage net.

The challenge in this game hits the top end. The bad guys are armed with the best high-tech weapons drug money can buy! The cart doesn't cut you any slack either. Unlike the weapons in Desert Strike, enemy guns and rocket launchers in this cart track you as they fire. Mobile weapons move in on you whenever you're in the neighborhood, and Desert Strike's irritating teeny tiny snipers are back for an encore performance.



PROTIP: You're unmissable if you're on a landing pad.

PROTIP: When you attack the Submarines in Campaign 2, you can always find a position where they won't return your fire.

PROTIP: To destroy mobile radar stations, you must zap the trucks as well as the radar dishes.

PROTIP: Blast the mountain strongholds in Campaign 8 to find the nuclear devices.

If You're Flyin', You're Dyin'

Your weapons do the job, if you can keep them loaded. You take out the evil-doers with Hydra rockets, Hellfire missiles, and a nasty chain gun. However, it takes more than a keen eye and a fast trigger finger to survive. Success also depends on your flying skills. You must be able to precisely position your helicopter to pick up hostages and vital supplies, such as fuel and ammo.

PROTIP: To find Fuel Dumps in Campaign 5, blast the houses and the high-rises under construction.

PROTIP: Hide behind buildings and the enemy fire you attract will help you destroy the buildings.

A competent crew of copilots is on hand to help you. The best partners (if you can find them) enable you to fire your chain gun as fast as any turbo-boosted controller.

SCOTT ANTONIO EGO
EGO IS THE MOST FOCUSED COPILOT I HAVE EVER HAD. I DON'T WANT HIM AS A WINGMAN.
AVERAGE WITH THE GUN, BUT HIS ROCKETS ARE ALWAYS READY.
EGO NEVER SLEEPS
Copilots
Press START button

Copilots have their own strengths, weaknesses, and personalities.

PROTIP: A controller with turbo-fire helps alot in the early levels, but you won't need turbo if you rescue Roz or Wild Bill.

PROTIP: Roz the Annihilator is caged in the jungles of Campaign 4.

The informative and easy-to-use Map Screen is the Jungle Striker's best friend. It keeps a running tab on completed objectives and monitors fuel and ammo. Of course, the Map itself is vital, since it displays the locations of friends, foes, and resources.

Master the Map Screen or you'll go down in flames.

Oh Beautiful for Spacious Skies

The graphics in this game are a knockout. The opening story sequences, which feature outta-sight digitized pix with slick animation, are the best anywhere. The experimental Comanche RAH-66 looks mean. In fact, EA did some serious homework to replicate this real-life prototype, even though it's still on the drawing board!

Of course, what makes this game is the vehicle response. Desert Strike vets will go ballistic when they experience Jungle Strike's refined helicopter movement. The otherworldly Stealth flies low and slow, but unlike the helicopter it climbs and dives. The motorcycle is super small, but it's to scale with the rest of the game.

The graphics are further enhanced by some nifty refinements. For example, one Campaign takes place in total darkness, and you must use weapon fire to light up the ground. The effect is imaginative and cool, and it's a key tactic, too.

PROTIP: In Campaign 4, single Hellfires make the best flares.

The minor nick in Jungle Strike's blades is the sound. What's there is solid and crisp. The opening theme kicks big time. The weapon blasts and the whop whop of the propellers sound real. Overall, though, the audio just doesn't stand out as dramatically as the cart's other features.

Jungle Fever

Jungle Strike is as good a helicopter combat game as there is for any system. For Desert Strike vets this is a no-brainer. Anyone into whirlybird war ought to rumble with Jungle. G

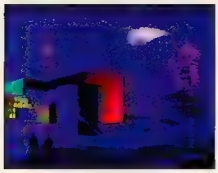
TOYS

By Scary Larry

Toys is a one-player, ¾ overhead-view action/adventure game that will keep you on your Toy toes. Based on the movie of the same name, this game will bring you as many laughs as Robin Williams.

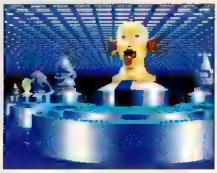
Toys R Us

You play Leslie Zevo, son of the renowned toy maker Kenneth Zevo, who has just passed away. Before he died, Kenneth Zevo left his toy shop to his evil, war-mongering brother, General Leland Zevo, who wants only to produce weapons disguised as war toys.



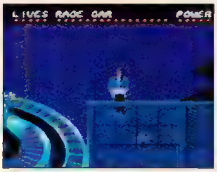
Toy Vey!

Your father did this to awaken in you, Leslie, a sense of responsibility. As it is, you're not quite ready to take over the huge task of running Zevo Toys, Inc. Dear old dad hoped that a showdown between good and evil would change you, and with the tough action in this game, it just might.



Tip-toe through the toy town.

The object of the game is to clear each area of enemies, then attack each section's security camera with a squirt gun. To destroy the elephant camera, you have to shoot the elephant's eyes shut, then wet the camera lens. If you don't squirt the camera in time, it'll fire a laser at you, which costs you a life.



PROTIP: There's a refill box near every carousel in the first stage.

PROTIP: To take out the Jeeps send out the Race Cars. Take out the Helicopters and Pogo Jumpers with the Peanut Gun.

Toys Will Be Toys

To stop you, the General plans to send every evil toy in his arsenal. Although most of his toys look like harmless windups, they pack a deadly punch. You fight Grenade Balloons, Pogo Bears, and Exploding Elves, and that's just a partial list.

In different areas of the first three levels, you'll find the toys you'll need to defend against the General's barrage of baddies. You have your choice of wacky weapons: Race Cars, Windup Ducks, Bowling Balls, Custard Pies, Water Balloons, and more. Some are mere projectiles, while others actually chase down the enemy.

Don't toy with me!

You can move Leslie in eight directions. Be careful, though, because sometimes toys don't go where you want them to. The frustrating, meticulous, and time-consuming game play isn't everyone's idea of fun. You'll get only five lives; no continues, and no passwords.

PROTIP: Walk away when the Tanks come after you, but remember where their last position was. Launch a Bowling Ball in that direction, then follow it. You can hit most Tanks off-screen.

Toying with You

The graphics in Toys are pretty sharp. You can see all the toys clearly, and their movements are not hampered by slowdown or flicker.

The music is okay, but a little repetitious. The sound effects make up for it, though. Every splat of the Water Balloons and every quack of the Windup Ducks is crisp and clean.

PROTIP: For side-to-side moving elephant cams, keep the water hose steady and you'll blink out both his eyes. When he stops, go for the lens.

Go Play with Toys

Toys is addictive fun, but it's very, very challenging. You may find this four-stage frustration fest a feast for your thumbs. Just don't let the Toys put YOU away. G

Game ProFile (Genesis)

Although the graphics are humorous and the game idea is imaginative, Toys may not fit in everyone's attic.

Toys by Absolute

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	Absurd

$59.95
8 megs
Available June

Action/adventure
One player

TAKE ON THE PROS!

R.B.I.™ '93 BASEBALL

R.B.I. '93 puts you into the big leagues with nearly 700 *REAL* Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

It's easy, just look for *R.B.I. '93*... it's the only game in town.

R.B.I. '93

- Biggest-selling baseball series in video-game history
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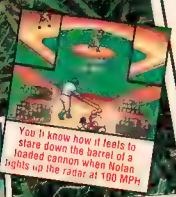
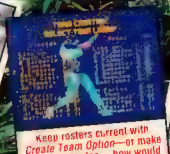
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

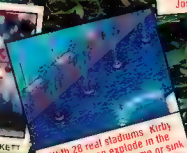

You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH

Replay classic baseball moments with the *Game Breakers* module and rosters of every division champ since 1984

New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it

AVAILABLE NOW!


Keep rosters current with *Create Team Option*—or make your own trades how would Jose look in Florida teal?


With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a near in the K C waterworks.

TENGEN
It's a Whole New Ball Game

CMLBPA

SEGA GENESIS

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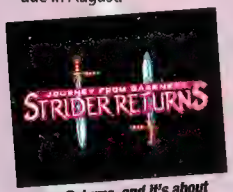
GENESIS PREVIEW

By Scary Larry

Strider fans, hang on to your swords! That saber-slingin' savior of the Earth is back in action, and he's badder than ever! We all know what that means...nonstop action and insanely furious fun! We hope Strider lives up to his reputation in this Genesis sequel by U.S. Gold, due in August.



Strider Returns, and it's about time!

Strider still hangs with the best.

Slash Master

The Evil Grand Master has finally recovered from his last momentous battle with Strider, and he's not a happy camper. He's so mad that he's kidnapped Strider's great love, Lexia, and is keeping her hostage. Talk about holding a grudge!

You're gonna get that trapped feeling all over again.

You're gonna get it from every direction...

You'll still be able to do your gymnastic gyrations, like the super sliding attack and the awesome aerial somersault, through five levels of action. Your trusty Strider laser sword is also back, along with a new Sweep sword and shurikens. There'll be power-ups to increase the sword's deadly range. However, Strider will not be accompanied by his famous pet robots.

The backgrounds look cool and clean. You'll face every automaton that EGM (which stands for...Evil Grand Master) has to offer. You'll battle hordes of robots, maniacal mechanical beasts, missiles, and more.

...and from every power source!

Head over heels for action!

This eight-meg title will be a sight for sore thumbs. Genesis players who consider the original Strider the seminal work for Genesis side-scrolling action carts should check out this forthcoming sequel. It looks like the Strider just strolled in again. G

Journey From Darkness: Strider Returns
Available August '93

Stone Age Action!

Space Age Adventure!

Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.

Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!

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ROCKET KNIGHT ADVENTURES

By Brother Buzz

The Earthbound video game world is overrun with speedy rodentia, so Konami's preparing to trip out with an extraterrestrial marsupial. The star of Rocket Knight Adventures, a colorful, cartoony Genesis cart due out in August, is a radical, armor-clad opossum named Sparkster.

Good Knight, Sweet 'Possum

Rocket Knight Adventures is the first of what Konami hopes will be a series of side-view, multi-scrolling outer space hack 'n' slash adventures. In his debut, Sparkster will go on the warpath across seven levels against an army of porcine punks, who are led by Axle Gear the Black Knight. An empire of pigs has invaded Sparkster's homeland in a far-out world of swords, sorcery, and machines.

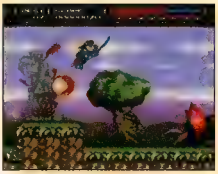
The pugnacious 'possum will barbecue the pigs with his mean power blade that emits a short-range burst of energy, but he has much more than that up his metal sleeves. Sparkster's space-age suit of armor sports a rocket pack that can propel him to super-sonic speeds. You'll power up the rockets by holding down a controller button. Release the button and Sparkster zooms across the screen faster than the eye can see (literally)! He'll blast off into the sky or zip along the ground, depending on which way you aim him with the directional pad. At some locations, he'll even ricochet off the walls. The hairy hero will also use his prehensile tail to grab hold of tree limbs and other structures.

Konami's fine command of Genesis graphics is already evident in early versions of the cart, which bodes well for the final product. So far, Sparkster sports killer looks (for a little fuzzy guy). The piggy adversaries cruise around in some of the weirdest, nastiest-looking military vehicles this side of a galactic pig sty. Moreover, it appears he'll face unusually large Porker attackers and huge Porker bosses.

Bring Home the Bacon

If you crave fast and furious sword-swinging action, be on the lookout for *GamePro's* ProReview of Rocket Knight Adventures. Sparkster's preparing to put a little spark into your video gaming life. G

Rocket Knight Adventures
by Konami
Available September

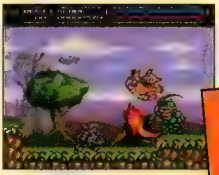


He's got supersonic speed.

Pig Power!

Sparkster versus some road hogs.

Some bosses are huge.



The pigs are on the rampage.

Sparkster's out to make space safe.

LIFE'S A BITCH

WANT TO FIGHT ABOUT IT?!

SUNSOFT

95¢ for the first minute, 75¢ for each additional minute.

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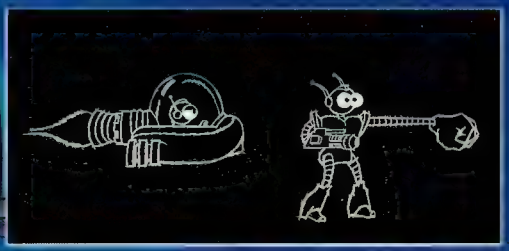
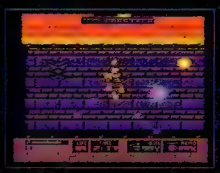
I'M B.O.B., AND THIS IS MY G.U.N.

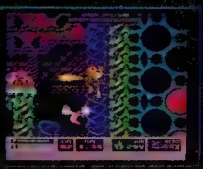
I've got two years left on my warranty, but it won't cover half the grief I've got coming. Most of these hail crawlers don't know me from a toaster, but they still keep trying to cut my power in more ways than Dad ever warned me about. I've got some pretty awesome firepower, and I can dish out as much as I can take. But I gotta tell you, a guy can only bounce back from so much. If I don't get outta here fast, I'll have to change my name to Shish Ke-B.O.B.

"B.O.B.'s many levels, cool and funny graphics, and neat gadgets make it stand head and robotic shoulders above other side-scrolling action games for the Super Nintendo"
– GAMEPRO





I've added on so many tricked-out gadgets, I don't know which parts were factory original anymore.



I can get along with pretty much anybody, but if I have to I've got six flavors of firepower to clear the corridors.

With forty-five levels between me and the door, getting there will be half the fun.

Available on both the Super NES and Sega Genesis systems.

ELECTRONIC ARTS®

SEGA CD PROREVIEW

By The Cyber Punk

Sega's Rise of the Dragon, a techno-thriller RPG based in 21st-Century Los Angeles, puts you, William "Blade" Hunter, Private Investigator, in the middle of an evil Chinese warlord's diabolical quest for world domination. This hard-boiled interactive comic book is a little too rough for straight-laced players and minors, but the graphics, sound, and game play are great. Even if you've played this smash hit on the PC, you'll be in for a very pleasant surprise. Get set for CD thrills and chills.

A Bad Trip

Bahumat the warlord has just come back to life after 3000 years, and he recognizes drugs as the wave of the future. Now Los Angeles has a new problem – MTZ. Simply put, the euphoric drug eventually causes users to mutate into dragons...sometimes dead dragons. The Mayor has retained you because his daughter is the drug's latest victim and he wants justice served (confidentially, of course – it's an election year).

Bahumat figures that, if he has enough MTZ, he can hold the city hostage. You have to stop him at any cost, but it won't be easy. No one really wants to help you, and these streets are mean. Creativity, manipulation, and deception are essential. Cool, huh!

PROTIP: Your girlfriend Karyn is mad at you for standing her up. You'd better make it up to her. A dozen Roses will do the trick. This lady can help you, so be sure not to break the second date.

Comics Come to Life

Rise of the Dragon is an outstanding single-player RPG. Like many RPG games, you play from a first-person perspective. Most scenes are great-looking comic book-style graphic panels with little animation. However, a couple of slick, side-scrolling shoot-em-up sequences juice the action and make this Dragon stand out from typical RPGs.

This game is all about the story and the interaction with other characters. The story (and your quest) twists and turns depending on the time, the day, and the responses you communicate to each and every person in the game. You'll need finesse to survive. Sometimes a little attitude can help you, but at other times it's fatal.

Dragon offers multiple outcomes, so you're in for an entertaining time every time you play. It seems there's a new twist at every corner. You

Game ProFile (Sega CD)

Rise of the Dragon is a PC classic, and it will probably earn that honor with the Sega CD. With outstanding graphics, sounds, game play, and story line, it's a sure hit.

Rise of the Dragon by Dynamix

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.0	4.5	INT. Intermediate

$49.99
Available now

Role-playing
One player

PROTIP: Seek out Chang Li in the warehouse. He can provide you with some valuable supplies.

Don't mess with these guys, or you'll meet your maker, which brings up a good point: Save your game occasionally.

PROTIP: If you visit Chen Lu's place, search it thoroughly. Be sure to look at the Vid Phone. Gee! The phone number, SS number, and Gun Permit number all end with "0772," could it be a combo or something?

PROTIP: Blow up these reactor-cooling sub panels to buy some extra time. For maximum effect, place the explosive on the second panel.

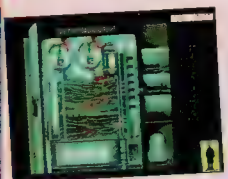
PROTIP: Wow, what a neat dragon. Why does the eye sparkle? Maybe you should touch it.

must be very observant and attentive to complete the game...Alive.

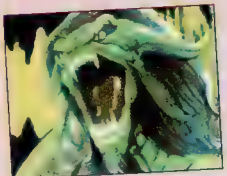
Good Dragon!

Rise of the Dragon offers something for everyone. The dark, somber cyberpunk looks will make comic book fans drool. The crystal clear digitized dialogue is outstanding. It adds a unique level of depth to the characters that sets the mood of the game. Even the soundtrack is happenin'!

The game play is fluid and easy to master, even in the arcade sequences. A smooth point-and-click interface makes it simple to identify and pick up objects. The save option is slick, too, with no passwords to memorize.



PROTIP: When you tap Jonny Qwong's Vid Phone, be sure that you follow the schematics and that the volt meter is as close to zero as possible when you connect the tap.



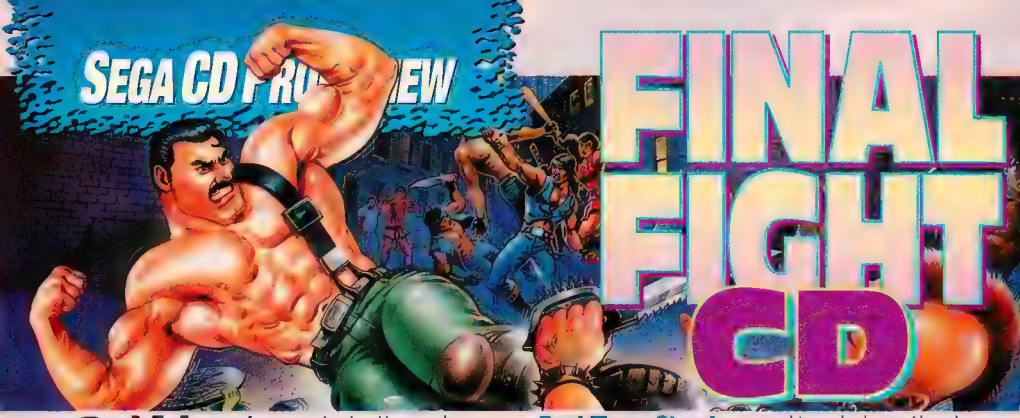
PROTIP: Bahumat isn't too happy. Duck beneath his fireballs in your final confrontation with him. If you have any bombs left, they might come in handy. Oh yeah, see the mayor for a better weapon.

Discover the Dragon

Rise of the Dragon is without a doubt one of the best games for the Sega CD. Period.

The Dragon has risen! G

FINAL FIGHT CD



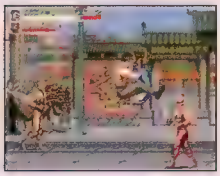
By The Tummynator

Well, the wait's finally over, and the jury is in. The verdict: Final Fight CD probably won't start a video game riot, but it's still a great reason to rush to your store.

The best in bad-boy butt-kicking action is back!

Haggar and the Horrible Hoodlums

Musclebound mayor Mike Haggar is losing his grip on the crime scene in Metro City. Now the Mad Gear Gang has kidnapped his beloved daughter, Jessica. Haggar plans a vigilante rescue mission with Cody (Jessica's street-wise boyfriend) and Cody's martial-artist friend, Guy.



PROTIP: For an easy grab, sneak up on opponents from an angle. Use Haggar's leaping pile driver move whenever possible.

PROTIP: Toss all your opponents to one side of the screen and work from there.

Final Fight is a side-scrolling beat-em-up extravaganza and an almost identical conversion of Capcom's original 1989 arcade game. Unlike the SNES version (see ProReview December '91), the CD enables two players to tangle simultaneously. You and a friend choose from Guy, Haggar, and Cody, and leave one of them sitting on the bench for later.

Beat These Streets

The action's excellent, but it doesn't break any new ground. You throw punches and kicks, use grab-and-throw techniques, and bust a super move, which saps a little life power. However, there are no blocks or reversal moves. Overall, this game's arsenal's slightly less intense than Streets of Rage 2's, but the clean controls keep the fighting smooth.

You plow through seven levels, including the Industrial Area, a fiery scene that was cut from the SNES. There's also a new Time Attack mode, which is a fairly boring time-limited test of your punk-thrashing abilities.

PROTIP: Back enemies into a corner and whack them with the pipe. This is especially helpful in the rising-elevator stage.

Haggar'd Looking and Sounding

Final Fight's looks are generally as sharp as a stiletto. The detailed backdrops are hot, there's an expanded cinematic intro, and the characters are huge. However, the colors are a bit washed out. Also, the generally smooth animation becomes choppy, especially when you throw an enemy. Slowdown and flicker are present, but they don't disrupt the fighting as often as in the SNES cart.

Even though it's coming off a disc, the music is diluted. The remixed orchestral tracks are good but flat. The groans and other sound effects do the job, but without the quality you'd expect from a CD. No finger-snapping material here.

PROTIP: To beat this psuedo-cop, walk toward him at an angle, then throw him. Don't try to jump over his bullets – you'll never make it.

A CD Shot in the Arm

True black-and-blue Final Fight fans will appreciate this CD, even with its lower graphic and sound quality. It may not set any new standards, but this disc injects life into the Sega CD. If you're up for two-player street brawling, by all means slap this saucer into your system. G

Game ProFile (Sega CD)

A solid arcade-to-disc translation that suffers a little visual and a lot of audio loss, but doesn't skimp on the two-player action. Final Fight still burns butt, even if you know it inside and out.

Final Fight CD by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	Adjustable

$49.99
Available now
Beat-em-up

Two players
Limited continues

Blast Your Enemies

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SEGA CD PROREVIEW

TIME GAL

By The Tummynator

Time Gal by Renovation is a full-motion animated Sega CD game that plays like the arcade version of Dragon's Lair. Most gamers remember the unique animation and the forced directional movement of that groundbreaking game. Well, the Time Gal Sega CD successfully reproduces those innovative techniques, albeit a little later than most of us would have hoped.

She's a Gal to be reckoned with.

Time Is on Her Side

You play Time Gal, head technician for Dr. Joseph Harper. Harper has perfected a machine called the Pathforger, which enables people to travel through time. Unfortunately, an evil guy named Luda has stolen the time travel machine, and he's intent on becoming the ruler of all eras in time – past, present and future. Luckily, Doc Harper has anticipated Luda's attempt to sabotage history, and he gets the Gal to jump aboard a duplicate time Machine to hunt down Luda.

Your work is pretty much laid out for you. You must travel through six eras, ancient and futuristic, to find Luda. On your travels you get your Jurassic kicked, travel through Rome during it's heyday, cross swords through a Spanish Galleon, and so on.

Your main defense, and the bulk of the action, requires you to follow one of four colored "directional jewels" located at the top, the bottom, the left, and the right of your screen. Whenever a directional jewel lights up, you must nudge the joystick to make Time Gal move in that direction. Be quick, 'cuz your reflexes decide Gal's fate. Slow thumbs will bury her. The controls can be overly responsive at times, but you'll get the hang of them.

If you like heavy hacking and slashing, travel to another time. Time Gal's main action is simply moving out of the way of approaching dangers, such as dinosaurs, spaceships, panthers, and falling rocks. To break up the monotony, every once in a while all four directional jewels light up. When that happens press any button and Time Gal fires her gun, swings her sword, or does whatever it takes to waste the bad guys. At certain points, Time Gal makes a Time Stop and presents you with three action choices. Two of them are dead wrong.

PROTIP: When a Directional Jewel lights up, quickly press the corresponding direction on the control pad several times. That way you have a better chance of going in the desired direction immediately.

PROTIP: Focus your eyes away from the on-screen action, while at the same time keeping a vigilant watch on the direction jewels. After you play through an area and get a password, you can view the entire area you just went through, including the mistakes you made.

Who's That Gal?

The animation in Time Gal is what makes this game worth a play through or two. It's great, with bright, vivid colors, and fast-paced, exciting movement. The graphics that appear when you make a wrong move are alone worth the price of the CD. And despite all the on-screen action there's no slow-down, because you aren't manipulating sprites, you're just reacting to the graphics displayed by the CD.

The sounds run hot and cold. The music is rinky, particularly for a CD game. However, the sound effects (especially Time Gal's speaking parts) are funny and clear. Other sound effects are pretty sharp as well, and you'll hear all the prehistoric roars, medieval grunts, and futuristic groans that time has to offer.

PROTIP: If you've made a mistake (which means you died), your reaction time may have been too slow. Remember at what point Time Gal bit it. Then, during the replay, hit the button before you see the direction jewel light up.

The Gal Can't Help It

This game will keep you entertained, but not forever. Appropriately, Time Gal challenges your sense of timing, but once you get the hang of it, you'll likely whip through this game. However, during the ride, you'll see and hear the best that the Sega CD has to offer...for now.

If you're looking for a boy toy, check with Madonna. But if you're looking for a Gal pal, this is it. G

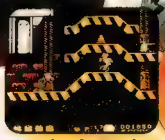
Game ProFile (Sega CD)

Sega CD fans who want full-motion animation, funny game play, and nonstop action will definitely want Time Gal in their arsenal.

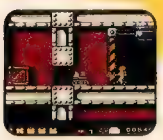
Time Gal by Renovation

$49.99	One player
CD	Action/adventure
May	Passwords

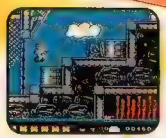
CRASH!!!



Break a leg at the Crash Test Center!



There's action at every turn!



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BUCKLE UP FOR SAFETY

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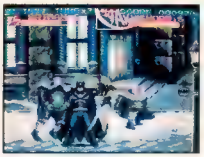
But your screams will be drowned out by crunching bones, cracking skulls, shattering glass and other cool CD quality sounds designed to make you cringe.

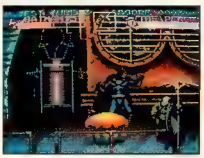
Because **Batman** has rapid-fire fists and is a master of flying body slams, spinning judo kicks, double head knocking and other means of maiming. And check out our hero's humungous size. We're talking big!



In seven 3-D movie-like levels, experience the agony of **Catwoman's** claws, kicks and whip and the ecstasy of pummeling **The Penguin** and his clan of delinquent clowns, all talented in terrorism.

Inside your cape of fear are **Batarangs** and test tubes, essential for battling the Tattooed Strongman, the Organ Grinder and the rocket launching Duck Vehicle.

Blow away renegade bikers with the **Batmobile** loaded with **Batdiscs** and catapult yourself to safety with your trusty Grappling Hook.



The frigid fiend is chillin' in his way cool lair waiting to put the **Caped Crusader** on ice. So put on your cowl and put up your dukes. Can't you hear **Gotham City** screaming for help?!

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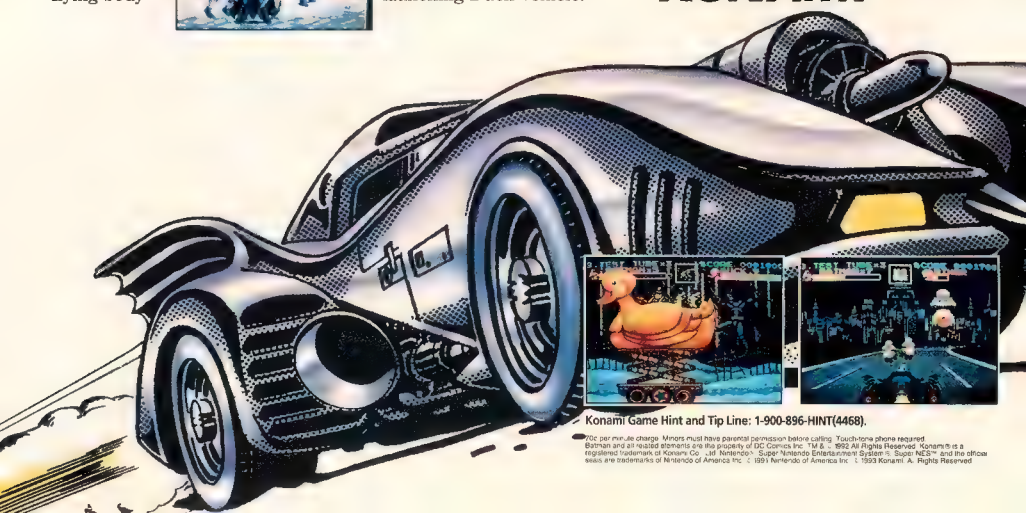

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KONAMI
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Formula One Driver
is tearing apart the world
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In 1993, a video game company
will introduce a racing game
that is simply the fastest,
and most realistic racing game
ever available for the Super Nintendo.

The name of the company
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The name of
the game is...

1-800-320-GAME

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STRATEGY GUIDES

PRESENTS

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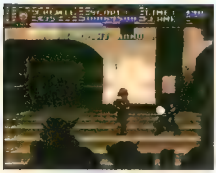
BONUS

FREE

SECTION

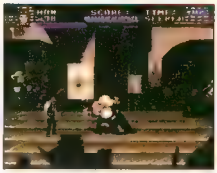
Cantina Crawlin'



Head into the Cantina as the Wookiee Chewbacca. He starts with more life than Luke, and he'll need it.

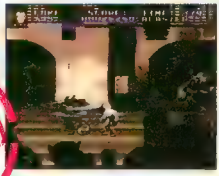
ENEMIES!

Mob Scene



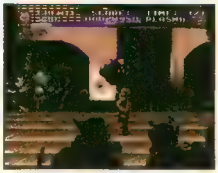
Don't walk up to the Red-and-Blue-Hooded aliens, or they'll all attack you at once. If you walk to the right and wait, they'll approach you individually, and you can pick them off one at a time.

Star Whirl



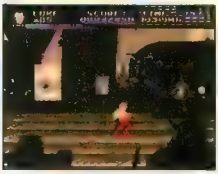
The enemies with capes will spin you into a fatal frenzy. They're invincible while they're spinning, so shoot them before they start, or Super Jump over them and shoot 'em when they stop.

Follow the Bouncing Bad Guys



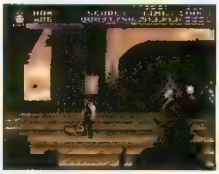
Blast the bouncing enemies from far away. Don't let them get too close, or you'll be an intergalactic butt-warmer.

Hooded Hoodlums



Shoot the Red- and Blue-Hooded aliens right when they start to move. They're invincible before they move, but you can shoot them when they jump.

Hoods with a Heart



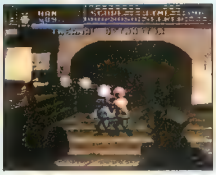
The Red-Hooded enemies always give up big hearts. The other enemies will drop various items, including gun power-ups and Thermal Detonators.

Cantina ProFile

The Cantina is located in the heart of Mos Eisley and is the city's social focus. Designed to provide shelter against Tusken Raider attacks, it is one of Tatooine's first blockhouses. Chalmun, a Wookiee, is the current owner. He converted it from a local armory into a bar. Its central location has been a boon to smugglers, bounty hunters, and others who must conduct business deals quickly.

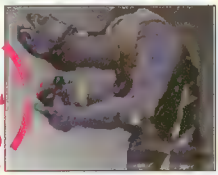
The Cantina has no formal gambling tables or permits, but there are always card games and other games of chance. The seven-piece band, lead by bandmaster Figrin "Fiery Figrin" Da'n, is there to discourage violence. The bartender is a non-communicative local, but regulars, such as Vareth, Garron, Sinthia Pulchatt, Oxbel and Beeyon Nace, are boisterous.

Move Along Little Dogies



You have to clear out the whole menagerie of meanies before you can fight the Kalhar boss monster, so don't think you can just belly up to the bar.

Kalhar



END LEVEL BOSS

Once you get past the last of the Cantina's riffraff, move slowly to the right. When the Boss's health bar appears, start shooting. Your laser blasts will slowly push Kalhar back to the right, but then he'll charge at you. When he does, move toward him while jumping (or Super Jumping). This will push him back to the edge of the screen. Then, quickly move to the left and start again.

Take Your Pick

After meeting Han, you can choose to play as any of the three Rebels.

Character Cheat

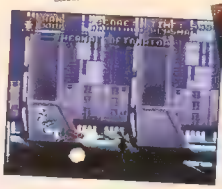
If you don't want to wait to play Han or Chewbacca, **type in Y, X, X, X, A, A, A, B, B, B, Y, Y** at the LucasArts title screen.

Han Solo

ProFile

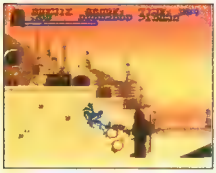
Height: 1.8 m
Age: Over 30
Occupation: Smuggler

Han Solo is a smuggler, a pirate, a Corellian starship pilot, and lately a hero of the Rebel Alliance. He is wanted for various crimes throughout the galaxy; he has smuggled weapons, contraband, and people. His opponents have included slavers, Imperial frigates, and TIE squadrons. He is reportedly quick to anger and follows no rules but his own. He captains the infamous Millennium Falcon, which he reportedly won in a Sabacco card game against Lando Calrissian. His copilot is Chewbacca the Wookiee. They are frequently employed by the noted crime lords, Ploovo-Two-For-One and Jabba the Hutt. Currently, Jabba the Hutt and the Emperor have contracted bounty hunters to find and kill Solo.



MOS EISLEY: HANGAR 99

Escape from Mos Eisley

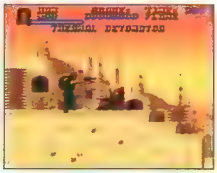


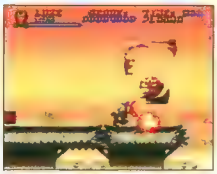
To get out of Mos Eisley, use Chewbacca as your character.

High Maintenance

The mid-level boss is a Maintenance Droid. To burn its metal, crouch and fire at it. The Droid has three health bars, one for each arm and one for its firing/drilling stage. Take out its arms first, and then go for the drill. The Droid won't be destroyed until you've drained all of its health bars.

Energy Boost





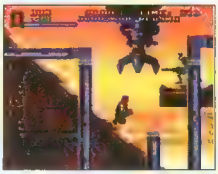
You'll find more crates and barrels in this level. Destroy them all to uncover their hidden contents. Also, check the remote corners to find other secret items.

ENEMIES

Land Mines

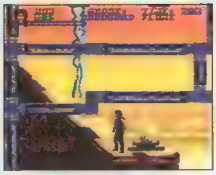
Shoot the mines from far away. They eat up time if you let them explode on their own.

Grabbing Cranes



You can either shoot the grabbing cranes or slide under these cruel crushers.

Laser Gates



If the Gates are on a slope, use Button L to look down and they won't fire.

Good Health

If you need health, stand back and shoot the Droids. They leave hearts behind. If you're too close, however, their shrapnel will sap your health.

Millennium Falcon

ProFile

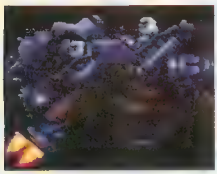
Type: Modified Corellian stock light freighter
Crew: 2 (minimum)
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Weapons: 2 quad laser cannons; 2 concussion missile tubes; 1 light laser cannon

The Millennium Falcon's interior, including the ship's systems, has been repeatedly modified and rebuilt, but the exterior has remained unchanged. The ship contains many used flux converters, landspeeder turbothrusters and droid servomotors. The Falcon packs an armament rating well beyond legal allowance for non-military vessels, including a higher lift mass ratio and more shields than found on a starfighter.

Han Solo, the Millennium Falcon's captain, relies heavily on camouflage to avoid combat or other unpleasantness. To this end, he has allowed the hull to remain rusty and dingy, dented by micrometeors and carbon-scored by laser fire. The Falcon's computer is extremely flexible and sophisticated. As a result of the Falcon's extensive modifications, breakdowns are a chronic problem.

END LEVEL BOSS

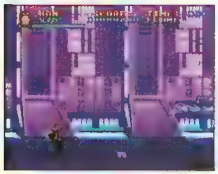
Hover Combat Carrier



To beat the HCC, slide directly underneath it, then crouch and fire up at it. It's essential to take out the middle turret on the bottom first. From this position you can also destroy the two jets and the front turret. Once they're gone, slide to the far right, crouch, and blast the rear turret. When it's gone, stay crouched and blast away.

DEATH STAR HANGAR BAY

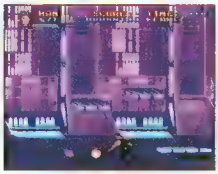
Go Solo



Use Han to get through the Death Star Hangar Bay.

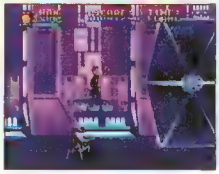
ENEMIES

Watch Your Step

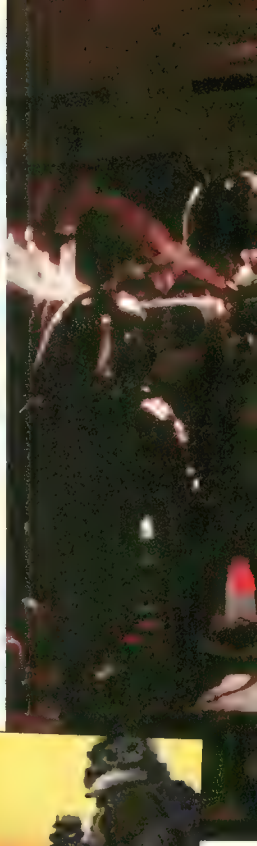


Destroy the little rolling Droids, or they'll roll you into a pit, where you'll lose a life no matter how much health you have.

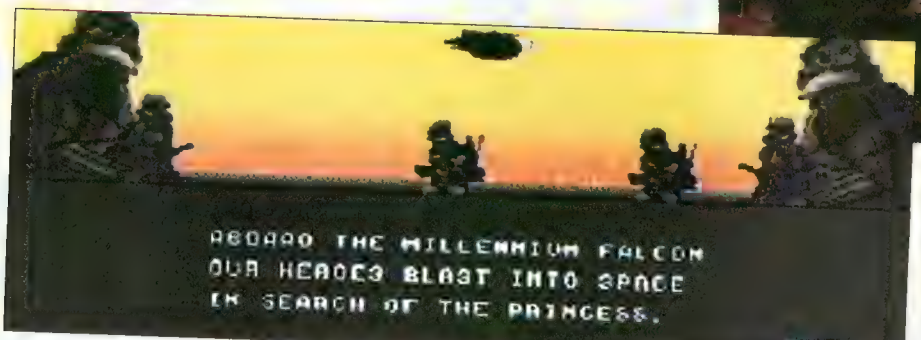
All in the Timing

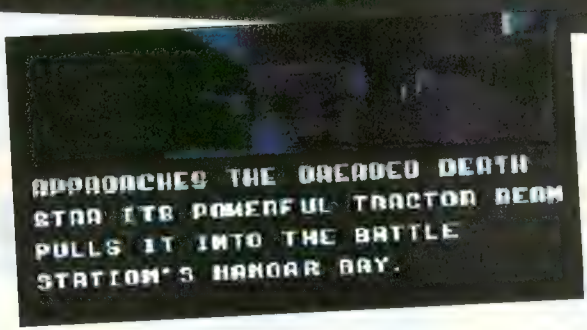


Timing's the key to victory when the TIE fighters are flying by. Study their flight pattern, stay on the platforms, and listen for the sound cues. At the right moment, Super Jump over them, landing back on the platform. If you miss the platform and land on the ground, stay crouched until the next one goes by, then quickly jump up to a platform and then over the next TIE fighter.

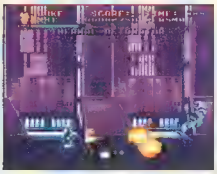


Long Live the Force



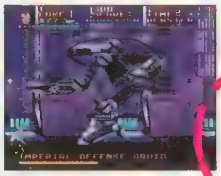


Low on Hearts



If you get low on health, hang out in an area clear of TIEs and shoot the Troopers for hearts.

Imperial Defense Droid

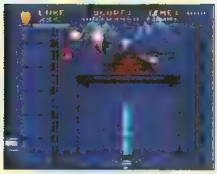


Keep your eye on this Droid. When it jumps, slide under it and crouch behind it. Since the Droid is only vulnerable when it's releasing its guided missiles, aim at the point where it releases them. You can then shoot the missiles and damage the Droid.

RESCUE PRINCESS LEIA

ENEMIES

Fuel for Love



To build up your power supply to make it through the Death Star and rescue Leia, start from the first platform and go to the third set of elevators. Then Super Jump to the left and you'll discover a room with two big hearts and three gun power-ups.

Dummy Droids

Don't waste your time on the big Droids skimming along the ground. They don't become vulnerable very often and they don't cough up any items.

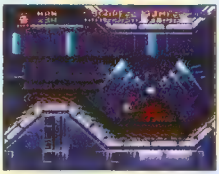
Laser Turrets

Shoot all the laser turrets quickly, because they shoot often and do tons of damage.

Slamming Doors

Let the slamming doors fall, then start moving as soon as they start to rise. Be sure to clear the area of all Droids before you move through the doors. If you don't, the Droids could slow you down, causing the doors to slam down on your behind.

Worth Their Weight



Some doors open up on gun power-ups, but don't try for them unless it's absolutely necessary. The timing is difficult. If you decide to go for it, slide down into the middle of the door, jump up to get the gun, then quickly jump to the other side.

IT'S OUR 4TH ANNIVERSARY

It's our party and we'll play it we want to. To celebrate GamePro's fourth anniversary, we thought we'd take a quick trip down video game memory lane. Join us in our flashback as we scan four years of cool covers and remember some of our favorite video game milestones!

1989

GENESIS

GAME BOY

TETRIS

TURBOGRAFX-16

TURBOGRAFX CD

1990

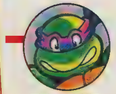
LYNX

TURBO EXPRESS

BONK'S ADVENTURE

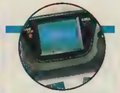
GAME GENIE

NEO•GEO



TEENAGE MUTANT NINJA TURTLES

1991



GAME GEAR

SONIC THE HEDGEHOG

BATTLETOADS

SUPER NINTENDO

SUPER MARIO WORLD

1992

STREET FIGHTER II

SEGA CD

SONIC THE HEDGEHOG 2

THE DUO

1993

GAMEPRO 1989

GAMEPRO 1993

CAPCOM PRESENTS:

STREET FIGHTER II'

CHAMPION EDITION

AVAILABLE FOR GENESIS SUPER NES

DHALSIM

Jump up, then press Down plus Fierce or Roundhouse to immediately attack using your head as a spear or your body as a torpedo! In Street Fighter II, Dhalsim could only pull this move at the peak of a jump. In the Champion Edition he can pull it anywhere, anytime!

GUILE

Hold Back or Towards and press Forward Kick to slap a flying knee right in the enemy's face.

RYU

Press Down, DownTowards, Towards, and any punch button to throw faster-than-ever Fireballs.

SAGAT

Press Down, DownTowards, Towards, UpTowards, and any kick button to slam the opponent with a flying knee.

ZANGIEF

After you knock an opponent down, throw a ducking Forward or Roundhouse Kick just as he or she stands up. If the enemy blocks, go for a whirl with the Spinning Pile Driver.

VEGA

Vega knocks down opponents with this in-flight leg. It's fast enough to overpower most enemy strikes.

BALROG

To butt heads with an opponent, stand close, push Towards, and tap Fierce or Strong.

KEN

Press Towards, Down, DownTowards, and any punch to throw a quick uppercut. If you Fierce Dragon Punch close to the enemy, you'll score two fast hits! Ken's Dragon Punch has a much longer reach in the Champion Edition. Use a Fierce Dragon Punch to clobber careless long-range opponents.

CHUN LI

Stand Close to the enemy and then press Towards plus Roundhouse to flip into the air and nail the enemy on the way down. After knocking down the opponent, walk Towards the fallen body. Just as his or her body bounces on the ground a second time, press Roundhouse to strike with another Flipping Neck Breaker. If your timing is right, you'll hit low just as the enemy is starting to stand up. If your move worked, Chun Li's feet will seem to pass through the floor.

E. HONDA

Tap any punch button rapidly to hit it off with Honda's Hundred Hand Slap. Now you can move left and right while you're in mid-Slap.

BLANKA

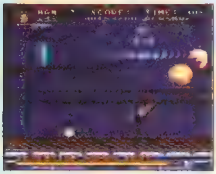
Tap any punch button to fire up Blanka's Electricity in a jiff. You can fry enemies quickly and efficiently.

M. BISON

Charge Back, then press Towards plus any punch button to spiral down the screen in your opponent's face. The stronger the punch button used, the faster you'll fly! The Flaming Torpedo can pass through almost any attack except projectiles.

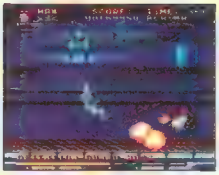
GAMEPRO

Detention Guard Boss



To beat the Detention Guard Boss, stay underneath it and fire up. Once you blow up the main hover craft, there'll be a pod left to destroy. After it's completely obliterated, run to the right to the Princess's cell.

Power-Up



If you're low on health, shoot the Storm Troopers that jump out of the Boss. If you hit them while they're on the ground, they'll sometimes fork over hearts and power-ups.

Your Highness

Princess Leia

ProFile

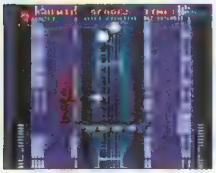
Height: 1.5 m
Age: over 20
Occupation: Imperial Senator and leader of the Rebel Alliance

Princess Leia Organa is the third most wanted criminal in the Empire. Starting as one of the youngest representatives to the Imperial Senate from Alderaan, she is now one of the driving forces within the Rebel Alliance. She is a brilliant organizer and ruthless fighter.

Leia is the adopted daughter of Bail Organa, the late Viceroy and First Chairman of the Alderaan system. Leia learned the principles of justice and honor from Bail Organa. She used her political status to regularly transport supplies, deliver funds, recruit members, and participate in clandestine missions for the Alliance. While Leia was carrying the important technical readouts of the Empire's deadliest weapon, her ship, Tantive IV, was captured and she was imprisoned on the Death Star by Darth Vader.

TRACTOR BEAM CORE

'Bacca's Back

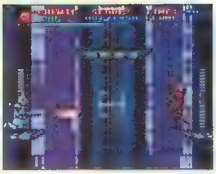


To get to the top of the Tractor Beam Core, use Chewie and shoot all the lasers before they shoot you. Try posing Chewbacca in different stances to discover the easiest way to destroy the lasers. Sometimes Chewbacca needs to crouch, while other times he needs to stand and jump.

Spidey

Watch out when you reach the top of the Core – there are two Spider Troopers waiting. Jump and shoot them both, then jump off the platform and collect the two big hearts they leave behind.

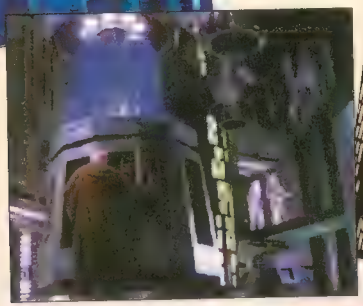
Hang On



If you fall off a platform, push right or left to catch another platform at the edge of the screen.

Tractor Beam ProFile

The tractor beam has shifted from a commercial cargo moving tool to a potent offensive weapon. Tractor beams are now powerful enough to capture and detain immense vessels in flight. It is difficult for tractors to lock onto fast-moving targets, however, and ships can sometimes break a tractor's grasp by maneuvering beyond its covering arc. The size of an individual tractor beam varies in proportion to the generator that drives it.



END LEVEL BOSS

Beam Me Up

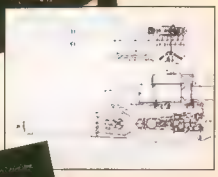
To beat the Beam, stay on the rail where the Spider Troopers were and place yourself under the Core, where the lasers are shooting from. Use the R button to look up, then fire up to destroy the lasers. If you're centered correctly, no lasers will get out.

DEATH STAR ATTACK

Super Star Wars Theater

Darth, Obi-Wan, and the Rebel Alliance prepare for the final battle.

X-Wing



ProFile

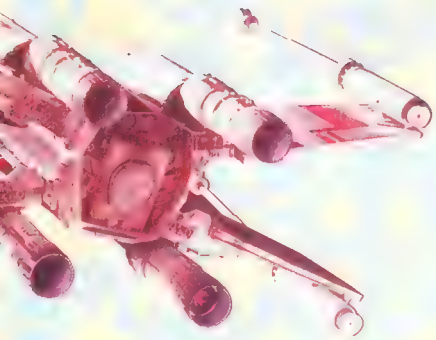
Craft: Incom T-65B X-Wing
Type: Space Superiority Starfighter
Length: 12.5 meters
Crew: 1 pilot plus 1 astromech droid
Passengers: None
Cargo Capacity: 110 kilograms
Consumables: 1 week's supply
Weapons: 4 laser guns, 2 proton torpedo launchers

The X-Wing is at the forefront of starfighter performance. Its high speed, heavy firepower, and sophisticated flight and combat systems make it one of the most formidable spacecrafts in existence. The X-Wing utilizes rare alloys, sophisticated components, and a highly advanced control system. Only top Rebel Alliance pilots are commissioned to fly X-Wing fighters. The pilot is sealed into a compact (but comfortable) cockpit, and controls the fighter's complex systems through a powerful flight computer.

The X-Wing was the last starfighter to be developed by Incom Corporation before the Empire stopped production of non-naval war craft. It handles much like Incom's popular T-16 Skyhopper. When Incom ceased operations, a Rebel commando team helped Incom's X-Wing senior design team defect to the Rebel Alliance.

The primary armaments include forward-firing, long-barreled lasers and proton torpedo launchers for use against slow-moving targets. In the event of an engine failure, an auxiliary generator provides backup power for life support, shields, weapons, and the subspace radio.

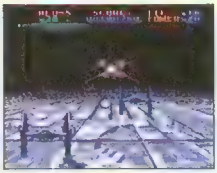
ENEMIES



Tower Trouble

Move side to side to destroy the Towers. Moving up and down will throw off your aim. Continue firing to sweep the screen clean. Even random shots can help you if they land on a target. The Towers are easy to destroy, but you'll lose a life if you run into one.

Un-TIE Me!



When the TIEs descend upon you, move back and forth...and fire, fire, fire!

TIE Fighters

ProFile

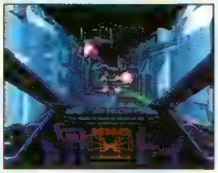
Craft: Sienar Fleet Systems
Crew: One pilot
Passengers: None
Consumables: Two days

There are three types of TIEs: StarFighter, Interceptor, and Bomber. TIE fighters are used to escort fleets, provide reconnaissance, patrol disputed space, support ground troops, engage smugglers and pirates and hunt down Rebels. To most space pilots, TIE fighters symbolize the true might of the Empire.

The TIE fighter was designed and built by Republic Sienar Systems, which is famous for the finest combat spacecraft designs in the galaxy. The TIE fighters use a unique propulsion system and are easily recognized by their hexagonal solar power panels. Since they use their propulsion mass efficiently, they carry limited fuel supplies. Because of their twin ion engines, TIE fighters are faster than most commercial spacecraft. TIE pilots are highly respected throughout the Empire and the Galaxy. The TIE's greatest weakness is its lack of deflector shields, making them vulnerable to direct hits from military lasers or heavy blasters.

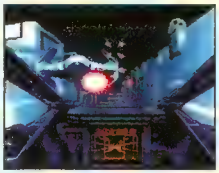
ENEMIES

Great Balls of Fire



Concentrate your fire power on the Laser Balls. The TIEs can't hurt you, but the Lasers will. Once you get to Darth Vader, you're all clear.

Death to Darth



To destroy Darth, wait for the counter to read zero, then fire your photon torpedoes.

Darth Vader

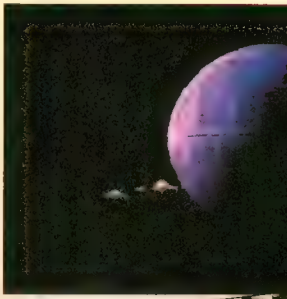
ProFile

Height: 2.02 m
Age: Unknown

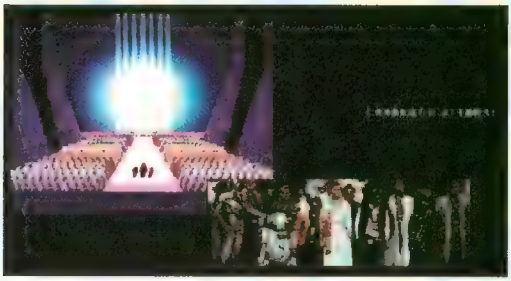
Darth Vader (a.k.a. the Dark Lord of the Sith) serves the Dark Side of the Force. A servant and emissary of the Emperor, Vader epitomizes the Emperor's New Order. Although Vader was once a Jedi Knight and a student of Obi-Wan Kenobi, Vader turned to the Dark Side of the Force to gain power. He has assisted the Emperor by killing a number of Jedi Knights. A devastating battle with Kenobi has forced Vader to wear a specialized breathing apparatus.

Lord Vader rules with strength and fear. Those who cross him face pain and death. He is a master of the Lightsaber and is nearly invulnerable to blaster fire, deflecting the blasts with a casual pass of his gloved hand. Vader's psychic powers are strong; he can communicate over vast distances with others who wield the Force.

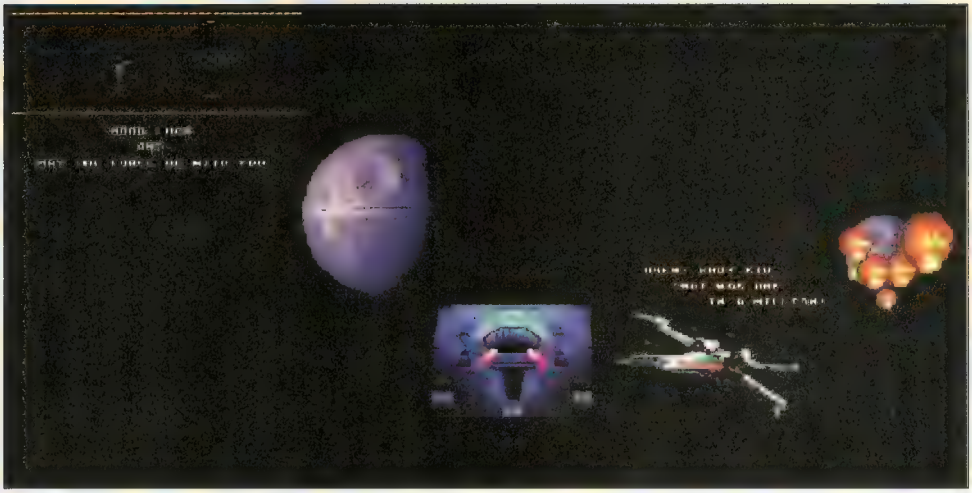
Death Star



Coronation

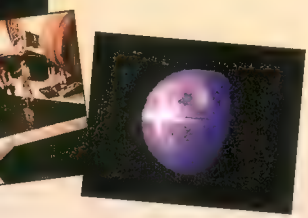


The End of an Era



ProFile

The Death Star is a devastating warship being developed by the Emperor. Few facts are known about it. A copy of the Death Star's floor plans was stolen by the Rebel Alliance and was last known to be in the posession of Princess Leia Organa, a leader of the Alliance. The Emperor has failed to recover the plans, even after the capture and subsequent interrogation of Princess Leia.



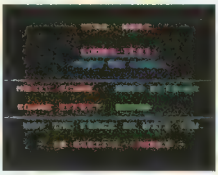
Omniscient Power

If you don't have the patience to make it through on your own, wait until the title screen appears and try this God code:
AAAAX BBBBY XXXXA YYYYB ABXY

Creditability

To see the makers of this masterpiece, wait until the LucasArts title screen appears, then tap in:
ABABABAB

Groove to the Beat



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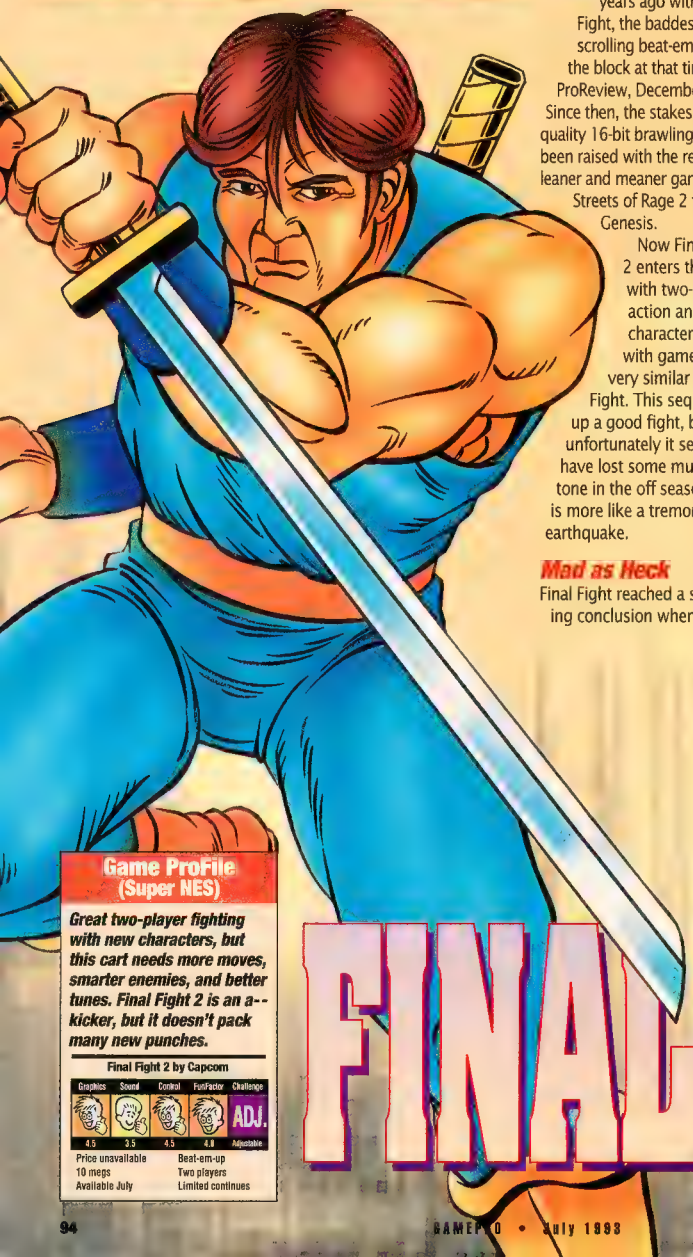
FINAL FIGH



By Slasher Quan

Capcom rocked your SNES two years ago with Final Fight, the baddest side-scrolling beat-em-up on the block at that time (see ProReview, December '91). Since then, the stakes for high-quality 16-bit brawling have been raised with the release of leaner and meaner games, like Streets of Rage 2 for the Genesis.

Now Final Fight 2 enters the scene with two-player action and new characters, but with game play very similar to Final Fight. This sequel puts up a good fight, but unfortunately it seems to have lost some muscle tone in the off season. FF 2 is more like a tremor than an earthquake.

Mad as Heck

Final Fight reached a smashing conclusion when Haggar, Cody, and Guy pounded the Mad Gear Gang's boss Belger through a plate-glass window at the top of a high rise. Belger's splat on the cement below signaled the end of the Mad Gear's grip on Metro City...or did it?

Two years later, the remnants of the Mad Gear Gang have reassembled into a cohesive international crime force, vandalizing major cities around the globe. Worse yet, the Gears have kidnapped Guy's karate master, Genryu-sai, and his daughter, Rena. Cody and Guy are out of town, so Haggar recruits Maki and Carlos to help him throw a wrench into the gang's gears once and for all.

The Mad Gear Gang is lookin' for a fight...a Final Fight.

A Big Maki Attack

Teamwork is the key to success, and FF 2's team holds all the keys. Maki is Rena's great-looking sister, and she combines Chun Li's agility with Guy's ninjitsu. Carlos is Haggar's South American roommate, and his sword skills bring down the house! Mike

Game ProFile (Super NES)

Great two-player fighting with new characters, but this cart needs more moves, smarter enemies, and better tunes. Final Fight 2 is an a--kicker, but it doesn't pack many new punches.

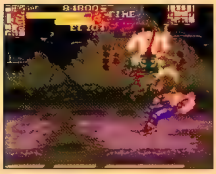
Final Fight 2 by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	4.0	ADJ. Adjustable

Price unavailable
10 megs
Available July

Beat-em-up
Two players
Limited continues

Haggar is a Herculean professional wrestler who crunches all the skulls he wants with his new-and-improved Spinning Pile Driver.



PROTIP: Land on enemies as you perform Haggar's Spinning Pile Driver for on-screen enemy genocide.

Unlike its forefather, Final Fight 2 enables two players to deal out the punishment together. You pick from the three fighters and leave one riding the pines for later. One player can also go it alone. Even in two-player mode, there's almost no slowdown, and the screen flicker is negligible. Character control is smooth and easy-going.

Fit for Fighting

Physically, Final Fight 2's in top form, but you'll notice right away that the moves are basically unchanged from the first Final Fight. You get the same variety of attacks, including punches, kicks, jump kicks, hair-pull moves, throws, and a special attack that saps your energy as it crushes the enemies. You also get knives, two-by-fours, and nightsticks.

Playing this game is like getting stuck in a time warp, because all the moves are stuck in a rut. Even though it's a good beating, FF 2 should have popped you with more complicated controller techniques, blocks, and reversal moves.

PROTIP: Punch an enemy, then grab him while he's stunned and use a throw.

Throw the Bums Out!

Ever notice how video game villains always return for more punishment in sequels? Unfortunately, that's the case in Final Fight 2. Some old favorites are back, such as the towering Andores, but they haven't learned any new moves. The new punk recruits wield sticks, knives, and shock guns, but their attacks are unimaginative and repetitive. The Mad Gear Gang just isn't as cosmopolitan this time around, and the bonus stages are also dreary doses of *déjà vu*.

PROTIP: Batter the car in these four vulnerable places in the first bonus stage.

PROTIP: Nail the drums when the flames dissipate in the second bonus stage.

Isn't that Special?

Check out Haggar's Spinning Clothesline, Maki's Spinning Handstand Kick, and Carlos' Sword Attack. These special techniques drain a little of their life lines. You gotta be able to dish it out and take it, too.

The lack of diversity wouldn't be so bad if the enemies were smarter, but their SATs would probably match their shoe sizes. You can adjust the difficulty, but even on the highest level it's much too easy to grab and throw the feeble foes. Anyone with above-average skills will down Final Fight II in one sitting, wipe off the foam, and wonder where the rest of the game is.

PROTIP: Toss cronies into their boss at the end of the level. Fighting from a distance is safer than a hand-to-hand slugfest.

Massaged in the Eyes

Whereas the first Final Fight thrust you into city slums, bars, parks, and alleyways, the second takes you on a graphic tour of six famous cities around the world. The new backgrounds are crisp and detailed, but you may find the scenery less appealing in this go-round. International sight-seeing in front of cafes and docks doesn't work well with the fighting theme. However, the character animation is astoundingly smooth and fluid. Additionally, there is now vertical screen scrolling in addition to the horizontal movement.

PROTIP: In Holland, throw foes onto mines to detonate them safely.

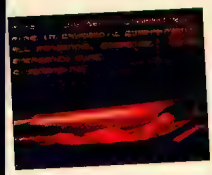
Belted [illegible]

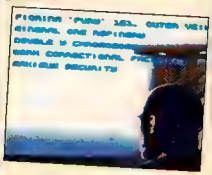
Final Fight 2 cranks some great sound effects, but a few of them – like Maki's squeal – can be annoying. The music's okay, but it loops quickly and is a big disappointment compared to the emotional, resonant tunes from the first Final Fight.

Final Analysis

Final Fight 2's a fighter to be reckoned with, but it's not a knockout. You'll want to take it on for the thrills of two-player Final Fighting, but the game play's predictable, the music's weak, and the enemies are bums. This isn't the fight to end all fights, and we hope the next Final Fight installment is better...finally. G

F161-C — WYCORP — NTCMCN — 01500... Urgent...code red alert...multiple xenomorph presence confirmed on Fiorina 161...several prisoners confirmed dead...nesting activities suspected near disabled central power generators...prime directive: do not destroy xenomorphs...prisoners are expendable...repeat: do not destroy xenomorphs...prisoners are expendable...rescue ship dispatched...eta: 12 hours...Weyland-Yutani Network Comcon 01500 Out...End msg.





Game Profile (SNES)

This version of Alien 3 is one of the best yet. Spectacular graphics and challenging original game play make it a mandatory adventure, even for survivors of Alien 3 on other systems.

Alien 3 by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	Adjustable

$59.95	Action/Adventure
8 megs	One player
Available June	Passwords

By The Unknown Gamer

Alien 3 by Acclaim is a one-player action/adventure game that looks and plays entirely differently from any previous Alien game. This cart's six multi-scrolling stages feature spectacular graphic, and game play that's good enough to make you scream.

Get It off Your Chest

You're Ripley, a C-3 grade Lieutenant for the Weyland-Yutani Corporation. After a catastrophic encounter with Alien Xenomorphs, you're attempting to return to Earth aboard your ship, the Sulaco. A disastrous malfunction causes the Sulaco to crash land on Fiorina 161, a remote, maximum-security prison colony in deep space. When you awaken from a state of hypersleep, you discover that you're the only human survivor. Unfortunately, Alien stowaways also survived, and now they're busy repopulating the prison colony with hundreds of offspring whose favorite food is human flesh. Your mission is to stop the Aliens once and for all, before the Weyland-Yutani rescue ship arrives and the Aliens escape to infest other worlds.

The Mother of all Aliens

Alien 3 dishes out the best game play of all the Alien sagas. In each of the six stages, you must tackle up to eight missions, 40 missions in all.

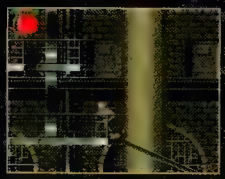
Every mission confronts you with a new challenge beyond standard Alien bug blasting. Your tasks range from rescuing trapped prisoners before they become Alien food, to fixing broken pipes and repairing damaged power generators.

Fortunately, Ripley's armed and dangerous. She totes a deadly Flame Thrower, a Grenade Launcher, and a Machine Gun – all more than

ALI

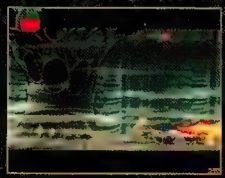
effective for frying Aliens, Facehuggers, and Pods. Additionally, Ripley carries a Blowtorch for making necessary repairs around the colony, and a Motion Tracker that warns her when Aliens are near. The good news is that of all the Alien games, the controls for the SNES version of the game are the easiest to master, thanks to the four-button controller. Each weapon fires via a simple button press. No more swapping and firing...and dying while you're trying to figure out which gun you want.

Moreover, unlike the linear design of the previous Alien games, this cart allows you to attack missions in any order. Ripley can access different areas of the prison from the main corridor. Computer terminals located there provide descriptions of each mission in a stage, along with the blueprints of the colony. The complex is a warren of damp and dank passageways, forbidding cell blocks, mines, storage areas, medical rooms, air ducts, elevator shafts, and bleak wastelands. You must guide Ripley through this maze to find the area of the prison where you undertake each mission's task.

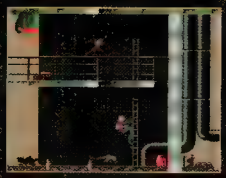


PROTIP: Watch out for pools of acid on the floor.

Despite the game's adjustable challenge level, Alien hunters will spend many hours roaming Fiorina 161's passageways. A password feature enables Ripley to continue from completed stages, but you can only die once during any mission, then you're back to the beginning of the stage.



PROTIP: Any time you're gunning for Face Huggers and smaller Aliens, crouch while you walk and shoot. If you stand and shoot, you fire right over the little buggers and they'll nail you.



PROTIP: You can store Machine Gun ammo and extra Grenades

for your Launcher, but not extra fuel for your Flame Thrower. Don't grab the Flame Thrower fuel until you really need it.

ALIEN 3

Alien Spits up Something New

The originality of Alien 3's game play is seriously pumped by the game's chilling graphics. Ripley and her Alien nemeses are super large sprites that look and move like their movie predecessors. Ripley can walk, run, jump, crouch, fire, and even swing hand-over-hand across overhead bars. The Aliens crawl, run, and spit. Fiorina 161 sports highly detailed backgrounds that recreate the flick's creepy mood.

Alien 3's music jams to heighten the suspense. Of course, there are the requisite screams of the exploding Aliens, along with some nicely digitized voices of prisoners screaming for help.

Use the blueprint to find your way through Alien 3.

Excellent animation highlights Ripley's movement as she swings across these bars.

PROTIP: Watch out for spitting Aliens. They can get you from long range, and they aim their spit fairly accurately.

Ripley's Excellent, Believe It or Not

Just when you thought you never wanted Aliens in your face again, Acclaim's pulled a fast one on ya! Alien 3 for the SNES is highly original – enough to please even jaded veterans of the Alien 3 wars on other systems. It's packed with excellent graphics, challenging game play, and enough exploding Aliens to satisfy even the most hardened bug hunter. Don't bother to do it for Newt. Do it for yourself!

Dungeon Master

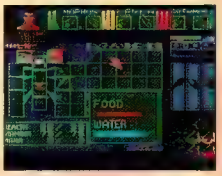
By Monty Haul

Dungeon Master was a legend in its own time on personal computers, and now JVC has converted this fantasy role-playing game to the Super NES. Unlike a fine wine, Dungeon Master has not gotten better with age. In fact, it may have turned a little sour.

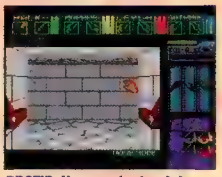
Mastering Chaos

In a magical experiment gone terribly wrong, the good Grey Lord's evil twin, Lord Chaos, was set loose on an unsuspecting world. Chaos is holed up in a deep, dank dungeon, and he's imprisoned the souls of all 24 heroes who've entered his domain to try and destroy him. As the Grey Lord's apprentice, Theron, you must descend into Chaos's labyrinth and use the fabled Firestaff to put him in his place.

Theron exists in Chaos's domain only in spirit, so you must guide four able-bodied heroes to complete the quest. You assemble a party of four characters from the 24 held captive by Lord Chaos. You can either resurrect them in their current conditions, or reincarnate them into new bodies and modify their skills. You choose from fighters, ninjas, priests, wizards, and multi-profession characters, who are armed with hand-to-hand weapons, ranged weapons, healing magic, hurting magic, and protection magic.



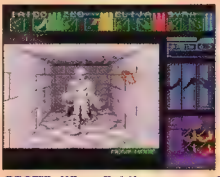
PROTIP: Inexperienced role-players should choose a basic fighter/ninja/priest/wizard party combination. Bring Halk, Leyla, Mophus, and Gothmog.



PROTIP: You need a torch to light the way in Level 2. Place it in the leader's hand.

Real Time, Real Slow

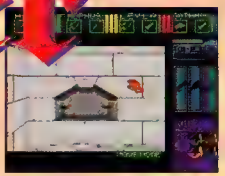
DM features real-time action, which means the monsters make their moves even if you do nothing. The innovative combat system is fun but repetitive. You see the same creatures over and over. Additionally, the somewhat unresponsive controls decrease the fun. The on-screen action often lags a second or two behind your controller input.



PROTIP: When fighting a gang of creatures, position yourself so you're flanked by walls on three sides. This way you can't be surrounded.

Game play in Dungeon Master is split between fighting, maze-wandering, and solving light puzzles. The puzzles are good, but simplistic. Most involve object manipulation with point-and-click commands. As you explore deeper, you'll uncover countless items, weapons, and treasures, which are easily distributed and used among your party. Don't expect heavy plot development, because this cart is only fit for intermediate dungeoneers.

PROTIP: You must place a rock, boulder, or other unwanted item on pressure plates to open doors and close pits. Even sandals will work!



PROTIP: Bring a dead character's bones to the Alcove of Rebirth on Level 1 for an easy resurrection.

Graphics and Sounds Down Under

Dungeon Master's first-person perspective is fairly unique for SNES RPGs, but it's still drab by 16-bit standards. While the monsters are animated, the greyish dungeon walls are repeated over and over. The sounds are spartan, and an incessant water-dripping effect grates on your nerves. The spot music's good, but too infrequent.

Dungeon Crawl Redux

If you're looking for a beefy, full-bodied role-playing game, cross Dungeon Master off your menu and slice into Final Fantasy II. DM's puzzle and real-time combat elements are well done, but the rest of the cart leaves your mouth watering for something more substantial.

Game ProFile (Super NES)

Dungeon Master made role-playing history in its heyday, but time has left its mark on this SNES version. It's a good 3D dungeon crawl, but the action's repetitive, and the graphics and sounds are minimal.

Dungeon Master by JVC

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	3.5	3.5	INT. Intermediate

$64.95	Role-play
8 megs + DSP chip	One player
Available July	Battery backup

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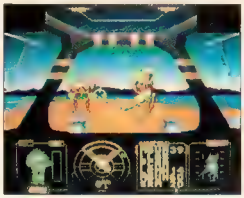

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TUFF ENUFF

By The Tummynator

Tuff Enuff features some ferocious fighting action and great graphics. However, this one- or two-player side scroller may not have enough down-and-dirty combat to satisfy most street-wise gamers.

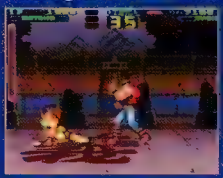
Four Wrongs Don't Make a Fight

It's the year 200- (so far into the future that they're using dashes for numbers), and the planet has been at peace for a long time. So long, in fact, that people have forgotten the art of fighting. Consequently, when a great war breaks out and destroys all law and order, survival of the fittest is no longer just a *theory* of evolution.

A "Fighting God" is seizing control of the cities at an alarming rate. He rules from his Death Tower, an impenetrable fortress that can only be unlocked by any of four keys held by four soldiers (Kotono, Sho, Vortz, and Zazi).

PROTIP: Even when you block, an opposing player's projectile will drain health from your bar. If you're low on health, jump over the projectile.

When you're ready to bust a few moves of your own against the Fighting God, you can go head-to-head against the CPU, bash biceps against a bud (who plays any of the four different fighters), or fight through a story line mode that features seven increasingly skilled fighters.



PROTIP: Don't waste your time using the leg sweep moves. It takes the characters too long to make the full sweep, which gives your opponent plenty of time to put his shoe through your face.

Each of the four fighters has a variety of moves and special techniques, which they execute with deadly precision once you master the complicated controls. Besides a standard punch, kick, and jump kick, you can try Sho's Blue Thunder Punch, Zazi's Dragon Blade, Kotono's Drawn Mist Sword Slash, or Vortz's Neck Hanging Bomber. You have the ability to combine moves (even in mid-air!) for thunderous fighting power.

PROTIP: Gajet is very vulnerable to projectile attacks.

You gotta hand it to this opponent. His metal mittens are marvelous!

Don't get cocky, though, you're not fighting against the Glee Club. Your opponents have more moves than a high school senior. If you think you can easily get past Gajet's Frankensteiner, Dolf's Bazooka Shot, or Jade's Vertical Hunter, think again.

Black Eye Graphics

The graphics in Tuff Enuff are pretty good, though not spectacular. The sprites are about Final Fight size, and there's some slowdown and minor sprite glitching as well.

The game has great-looking, detailed backgrounds, including a missile silo, the forbidding entrance to the Tower, a martial arts temple, and more. A special VCR mode enables you to run forward and backward slow motion replays of the move that won you the fight.

The music isn't too bad, but it's nothing to call Billboard about. The sound effects are okay, although you can't understand what the characters are saying when they win.

PROTIP: If you come in with a punch, follow up with a kick, and vice versa. If you try to kick (or punch) twice in a row, your opponent will clobber you.

No Sweat

This game is a fun fighter – sort of a junior SF2. It's easy and extremely low key, after you figure out the wildly imaginative controls and large line-up of moves.

In the long line of Street Fighter clones, few make it to the top. Fewer still add to the legend, and there's no beat-em-up that surpasses it. The Tuff stay rough and the weak stay meek. Makes you wish the world stayed at peace, doesn't it?

Game ProFile (Super NES)

You may burn some new blisters with the awesome combos in this game, but with only four characters to choose from, this light fighter is too easy for most street fightin' vets. The sleek action, smooth sprite movement and detailed backgrounds of this cart may just not be Enuff.

Tuff Enuff by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADJ. Adjustable

Price not available
16 megs
Available July

Beat-em-up
Two players
Passwords

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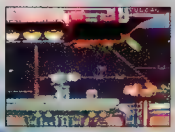

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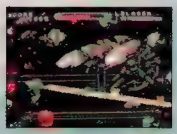

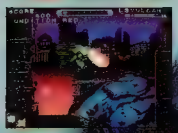

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SUPER NES PROREVIEW

By Slasher Quan

Some guys can take a lickin' and keep on tickin'. Jaleco's putting up its dukes in the SNES street fighting arena once again with Brawl Brothers, a much improved follow-up to Rival Turf. (See ProReview, June '92.) This cart doesn't quite reach the top of the 16-bit, side-view brawling heap, but it comes darn close.

Kidnapped Kickboxers

Malevolent scientist Dieter does the DNA twist in his laboratory and discovers the secret to cloning human tissue. He uses his new-found power to kidnap and clone three of the five Brawl Brothers. You and a friend choose who he nabs, then take the remaining two on a four-level mission to free your bros. For extra practice, you can fight each other in a Versus mode.

Brawl Bros. is packed with excellent moves and techniques. Hack is a street fighter with devastating kicks and throws. Slash lights up the sky with fists of fire. Lord J. is an agile karate master. Kazan uses ninja skills and a triple jump move. Wendy busts deadly aerial kicks. Unfortunately, there's no way to block attacks, and the controls you use to reverse moves are imprecise.

PROTIP: Use Hack's Power Punch when close to enemies for maximum damage.

Busting Up Bayside City

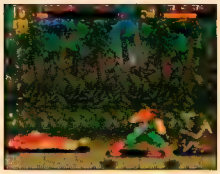
Dieter recruited a tough but repetitious bunch of thugs. You fight endless knifers, gunmen, flamethrowers, and martial artists. To rescue your comrades and get them to rejoin your team, you must kill their clones, who lurk at the end of the first three levels. To make things easier, you can adjust the difficulty, number of lives, and number of continues to your liking.

PROTIP: Angry mode stops enemies from inflicting massive damage when you're caught between them.

PROTIP: For an easy kill, back an enemy into a corner, then run and execute Wendy's Spinning Double Kick.

PROTIP: Slash's clone can't be hit while he breathes fire. Wait until he runs out of breath, then grab him from behind.

Brawl's graphics look deadly. You rumble through the streets, a bridge, a sewer maze, a jungle, the maze inside Dieter's Command Center, and the Air Fortress. The nicely illustrated backdrops, touches of multi-scrolling, and big characters are great, but the visuals suffer from stiff animation, flicker, and occasional slowdown. The music rocks, but the sounds are quiet and the voices are muffled.



PROTIP: In Stage 2, throw enemies onto landmines to detonate them safely.

Send in the Clones

While Brawl Brothers is an obvious Final Fight knock-off, it's a good one. If it had a greater variety of enemies, it might well have taken out the current 16-bit beat-em-up champ, Streets of Rage 2. Video vigilantes who've polished off other games should bring Brawl Brothers into their family. G

PROTIP: Stand over a fallen enemy, then push Up and Attack to nail him while he's down.

Game ProF (Super NES)

This one's got good, solid thug-bashing with five cool characters, gobs of moves, and great graphics. Brawl Brothers hangs tough against most SNES beat-em-ups, even Final Fight II.

Brawl Brothers by Jaleco

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.5	4.0	ADJ. Adjustable

Price unavailable
12 megs
Available now

Beat-em-up
Two players
Limited continues

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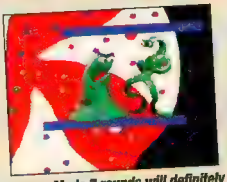
Clay Fighter

By Toxic Tommy

Are you Street Fighter'd out? Do you hope Mortal Kombat dies? Interplay hopes to revive your SNES fightin' spirit with fists and feet of clay!

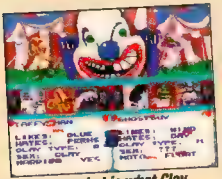


Bonus Mode 7 rounds will definitely round out your character.

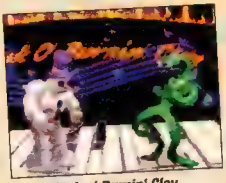
Mud Wrestling It Ain't!

Clay Fighter may remold your thinking about beat-em-up games. The designers of the cart are using a unique clay animation technique to bring you a slapstick slugfest that won't skimp on the action.

One or two players will be able to choose a champion from a stable of eight wacky fighters. Taffy Man is a sweet thing that specializes in candied karate. Bad Mr. Frosty is sneaky snowman. Bonker is a warped, wicked clown. Val is a voluminous Viking opera singer/slugger. Ghost Guy is a pugnacious pumpkin-head who doesn't take any sheet. Impersonator is...right, a fat Elvis impersonator. Blob is a green glob that can transform into various objects. Crusher is a weird wrestler with muscles on his muscles.



Versus combat is what Clay Fighter is all about.



A Big Hunk o' Burnin' Clay

Taffy Man pulls sticky moves.

Oh Clay Can You See?

The fanciful fighters were all formed out of clay and brought to life via stop-motion animation. You may recall that Interplay first touted the technique for its yet-to-be-seen action game, Clay Mates. It looks like Clay Fighter beat Clay Mates to the punch.

Bad Mr. Frosty is a cold contender.

Bonker loves to clown around.

Val sings a mean song.

Every fight takes place against weird and wild backgrounds. Big Hunk o' Burnin' Clay, for instance, features piano keys and fire. You also kick and punch against a candyland snow festival, a surrealistic cardboard cut-out forest backdrop, and a gooey, gunky factory scene. The cart will also include several bonus rounds, including a dizzying Mode 7 revolving fight ring.

Although this cart looks like it will definitely grab for your yuk-yuks, it'll go for the throat, too. All the fighters will have three special moves, two hidden and one possible only when a special KO Power Meter charges to maximum capacity. There's little defense, but the offense looks to be silly, strange, and serious. For example, Taffy Man's arms stretch into an impossibly long punch (move over Dhalsim!), and he twists into an outrageous helicopter spin punch (watch out Chun Li!).

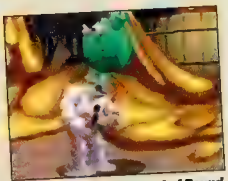
Ghost Guy rips a shocking sheet.

Impersonator is all shook up.

Where's Cassius Clay When You Need Him?

Just when you thought you'd seen everything – here comes Clay Fighter! Better work out with some Play-Doh before you take on this game. G

Clay Fighter by Interplay
Available fourth quarter '93



Blob is the Round Mound of Pound.

Crusher puts the squeeze on you.

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NES ProReview

By Slasher Quan

What do you get when you cross Capcom's Final Fight with an episode of the *Muppet Babies*? Not a frog-pig with an attitude. And no, not even a fuzzy bear with a repertoire of bad jokes and pile-driver moves. You get Mighty Final Fight for the NES!

MFF is a low-impact slugfest. It only loosely resembles its SNES and Sega CD counterparts in graphics and sound, but does a reasonable job of replicating their game play on a much smaller 8-bit scale.

Don't Mess with Jess

Belger, leader of the law-breaking Mad Gear Gang, has a hankerin' for a lassie named Jessica. He makes her his main course and snatches her from the arms of her boyfriend, Cody. Unfortunately, the sweetness of Belger's success will turn sour, 'cuz father and Mayor Mike Haggar, Cody, and their kickboxin' friend Guy are gonna force-feed the Gears some bad beat-em-up medicine! You take your pick from the trio and leave the other two as reserves. If you lose all your lives and have to continue, you get to play tag team.

The Gears are revving up for a rumble!

Pint-Size Pugilists

Final Fighters who expect this cart to slug them in the eyes will blink twice when they see the screen. The character sprites for players and foes alike wouldn't reach their 16-bit big brothers' knee caps. But remember, we're talkin' NES pix here. The characters are short, squat, and sport the infamous "big head, little feet" look often seen in Japanese role-playing games.

Small sluggers, but big bangs. Is this cart's namesake Mighty Mouse, or what?

They may look like Cabbage Patch Kids, but the three amigos pack a wallop. Kicks, punches, jump kicks, standing combos, knee bashes, throws, and special techniques comprise a solid (though not spectacular) arsenal. Cody blends boxing with karate, and uses a wicked three-hit combo. Part-time pro wrestler Haggar does his worst with a Pile Driver. Martial artist Guy paints violent pictures with a Super Kick. Weapons supplement your fists, and some ghetto-bashers are now specific to each fighter. (Only Haggar can use the mallet.)

PROTIP: Land on thugs with Haggar's Pile Driver to double your damage.

PROTIP: After you knock an opponent down, jump-kick just as he starts to get up. It's cheap, but effective.

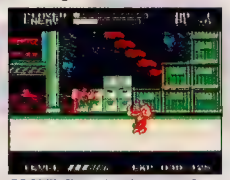
Each character gets one all-new super move that requires a combination button press *à la* Street Fighter II. The traditional two-button control goes easy on your fingers, but you may get frustrated with the inconsistent super moves.

PROTIP: Don't waste special moves on rolling barrels. Break them open with straight-on punches to find prizes.

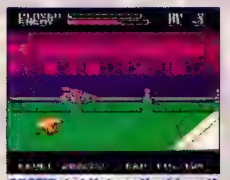
PROTIP: If you've got auto-fire, use it. Hold down Button B and rock the controller back and forth to bust super moves faster than flying shrapnel.

A Small Problem

Imagine stuffing the meanest, most unsavory punks in a washing machine for a few days on the highest temperature setting. Yup, Mighty Final Fight's foes look like shrunken versions of their 16-bit selves. Although they're now nameless, you'll recognize Andore, Del Gado, Poison, Two. P, and a menagerie of bosses. Thrasher's a blond bomber with a stomp attack. Katana, who manages to appear three different times, gives his sword a thorough workout. Abigail puts the squeeze on you with a revolting kiss attack.



PROTIP: Thrasher bounces for joy, but you'll change his shoutin' to poutin' with well-placed jump kicks.



PROTIP: Let Katana tire himself out by running rampant around the screen, then sneak up behind him and use a throw.

Three continues and moderately aggressive enemies make this cart a perfect first-time karate class for white- and yellow-belt youngsters. A unique feature in this cart is experience points, similar to RPGs. If you take out enough trash, your experience level increases and your lifeline is extended.

Slummin' It Up: Graphics and Sounds

The street scenes are like mangled parodies of the original 16-bit cart. You still fight through the Slums, Riverside, Old Town, the Factory, and the Bay Area. However, the backgrounds are static and flat – no multi-scrolling or slick shading. Bright, balloony characters, colorful (if dull) levels, and occasional flicker characterize these average NES visuals.

Game ProFile (NES)

Mighty Final Fight is good, basic beat-em-up training, but this one's no Double Dragon or Battletoads beater. The graphics could be sharper and a two-player option is needed.

Mighty Final Fight by Capcom

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	4.0	4.0	INT.

Intermediate

Price unavailable
2 megs
Available July

Beat-em-up
One player
3 continues

PROTIP: Even though it's tempting, don't push enemies off the elevator. You get more experience for killing them in hand-to-hand melee.

If you turned off the picture but kept the music playing, you probably wouldn't know this is a Final Fight spin-off. Mighty's repetitive music sounds like other NES games in Capcom's library, such as the Mega Man series. The sound effects rock with the kicks and roll with the punches, but not much more.

Mighty Makes Right

The lack of a two-player option and primo eight-bit graphics bumps Mighty Final Fight from the top ranks, but you can't help but like the cute, cuddly, vicious brawlers. Tackle this one if you're a big Rick Moranis fan and you've never before felt the power and glory you only get from kicking video keister.

Mighty Moves for Final Fighting

Cody's inappropriately named Tornado Sweep is really a fireball. Be careful, he's vulnerable as he summons energy, but he can nail enemies from a distance.

Use Haggar's Running Clothesline to get close to enemies, then nail them with combinations.

Guy's Tornado Kick is a great closer to up-close-and-personal combos.

MIGHTY Final Fight

SEGA GENESIS 16 BIT CARTRIDGE

Top Ten

reasons NOT to buy Tyrants™

10 Because I don't like lots of **action** and **violence**.

9 Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice?

8 Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.

7 Because I don't like games that offer ***months and months of game play***.

6 Because the idea of **traveling through time** and conquering nine worlds merely tires me out.

5 Because I do not have a **loin cloth fetish**. Really.

4 Because I prefer wimpy cartridges that don't have ***4 megs of digitized speech***.

3 Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

2 Because I prefer blowing $59.99 on a cartridge that's all talk, hype and no **action**

1 Because I am not worthy of an ***adventurous resource management game*** that makes other carts look like girlie toys.

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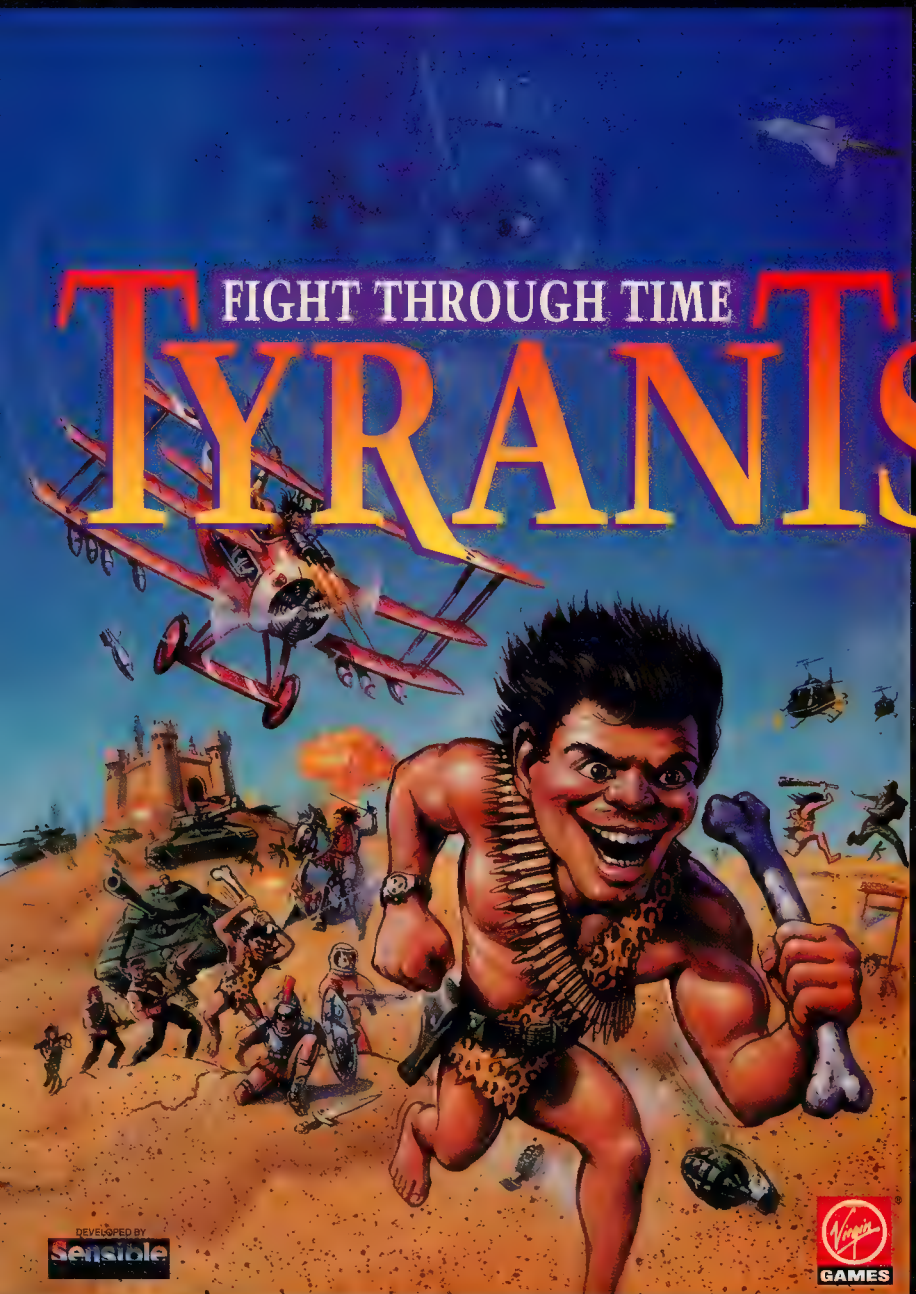

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NEO•GEO PREVIEW

By Scary Larry

Thumb-busting, side-scrolling beat-em-ups are a dime a dozen. Cloned from the Street Fighting ranks of old, most fighting games fall to the wayside – beaten, bruised, and broken. One notable exception has been World Heroes for the Neo•Geo, which made a surprise debut in the arcades last fall. With World Heroes 2, SNK's done it again. Put away the rest, 'cuz the best is here!

Improved moves make for mightier mayhem!

Hero We Go Again!

The return of the World Heroes should be marked with a ticker tape parade. The eight original warriors are back from their time trip trials, having beaten everyone they could in their own time and in other times as well. Now they're ready for a new challenge and fresh meat. They won't have to wait, either, because there are six new warriors ready to throw their weight around and challenge the title holder. That's right, gamers, you can choose from 14 characters!

Different backgrounds and better looking spectators.

Someone's about to cook this Captain!

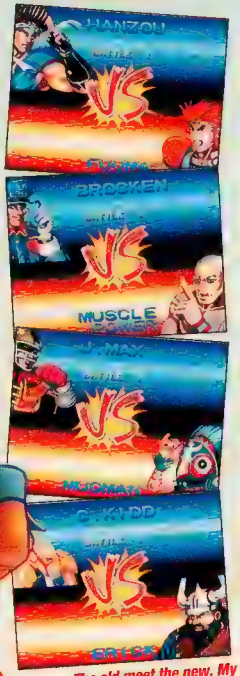
This is the fourth in SNK's 100 Mega series (the other three are Art of Fighting, Fatal Fury 2, and Three Count Bout), and it goes above and beyond the others

It's that ol' black magic...

with a whopping 146 megs! You'll see those megs in action, too, as World Heroes 2 offers improvements over the original. For example, all 14 fighters get new moves, such as the ability to deflect projectiles and counter throws. Fourteen new endings also up the graphic ante!

You want more? Take a look at these shots and get a load of the pumped-up graphics. So get your knuckles popped and keep your chin up, because World Heroes 2 is coming soon to a screen near you. Will you be ready? G

World Heroes 2 by SNK
Available June



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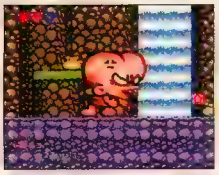
TurboChip ProReview

By Linoleum Blownapart

Like mankind, Bonk the head-banging Neanderthal keeps evolving. Now he's literally bigger and better than ever. In Bonk 3, our prehistoric preteen still uses his head, but he's also got a few new moves that make this game more strategic and more fun than its predecessors.

Head Trip

Evil King Drool is back, and he has the Dinosaur Kingdom crawling with creatures from the Monster Tribe. This time the monarch is mixing up mischief by chaining the moon to the bottom of the sea. In this side-view, multi-scrolling game, Bonk uses his head to defeat Drool's disciples. If you want, you can try your head against a friend, because Bonk 3 offers two-player alternating action, a first for the Bonk series.



Big Bonk – mad and bad!

Game ProFile (TurboChip)

Even if you're not a Bonk fan, you'll like the head-banging action of Bonk 3. With better graphics, game play, and sound, plus more options, Bonk 3 is head and shoulders above its ancestors.

Bonk 3 by TTI

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	ADJ. Adjustable

Price not available
Available July
Action/adventure

Two players
Unlimited continues

You'll see some new scenes in this action/adventure game, as well as some familiar ones. The first couple of areas (Henry Hatchet Village) look a lot like Bonk's Revenge, with flat, cartoon-style backgrounds. The graphics gain depth and variety as Bonk roams through the seven stages. In addition, this cart has 16 bonus rounds – twice as many as Bonk's Revenge has. Plus, if you step into the mouths of certain creatures, you'll be transported to dangerous, secret underground areas that are hard to escape.

With each area the music changes, but it's the same old prehistoric sounds of Bonk's first two adventures.

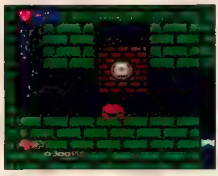
PROTIP: To reach the 1-up before the bridge, break the bricks and drop down. You'll find a meat and a flower 'copter to take you to the extra life in the sky.

Get a Head

In this version of Bonk, power-ups have definitely moved up the evolutionary ladder. In addition to his favorite meat snacks, which make him harder-headed, fire-breathing, or invincible, Bonk can now munch on Red and Blue Candy. The Red Candy makes you teeny Bonk. The Blue candy makes you giant Bonk.

These new power-ups increase the game's strategic challenge, because sometimes Bonk needs to become small to pass through tunnels and continue. Other times, it's easier to climb with big Bonk's height. Munch a Blue Candy power-up and a Meat power-up, and Bonk blows kisses that turn his enemies to stone.

Bonk still likes to take the time to sniff (or jump on) the Springy Flowers. Yellow ones lift him to new heights; orange ones give him Ham power-ups; green flowers cough up candy and hearts; blue flowers up his lives and hearts from his starting three; and pink flowers can either help or hinder Bonk. Of course, Bonk'll run across a few bonus flowers on his way, too.

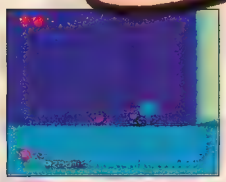


PROTIP: After the block smashes Bonk and turns him into a crab, swim to the bottom of the sea and eat Red Candy to make him small. Swim through the tunnel on the right and you'll find a heart and a bonus flower.

PROTIP: At the first bridge in area 1-1, let the first blocks collapse underneath Bonk and he'll fall into a well. Swim to the bottom of the well, dodging or bonking fish on the way, and you'll find a bonus flower in the bottom right-hand corner of the well.

BONK 3

PROTIP: When you first drop into the water in Stage 2-1, avoid the fish at all costs. If he eats you, you're sent into an acid underground.



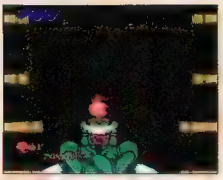
PROTIP: In area 1-2, Bonk needs to be tiny when he jumps into the sea and finds a ship. If he isn't already small, swim to the bottom of the sea and eat the Red Candy. You'll also find a heart and a bonus flower there.

Bonk still has all his old moves. He can head-butt enemies, and avoid obstacles by latching onto propeller flowers. He can gnaw his way up the sides of buildings, hills, and other vertical obstacles. As for his new abilities, Bonk now turns into a cantankerous crab when someone stomps on him, which helps his swimming abilities. He also has a devastating somersault, which swings him around horizontal poles by his teeth and knocks out anything perched on them. Fortunately, the controls respond quickly and easily.

PROTIP: To beat the first stage boss, get under his head and jump up. Even when you're in crab form, you can cause some damage.

Drool's Dirty Dozen

Bonk's old nemeses, like Henry Hatchet and the piranha birds, still roam the Dinosaur Kingdom, but the flora and fauna have expanded to include some relatively harmless creatures that are bigger and more colorful. The Crazy Lady, for instance, is like a big Dancing Snow Queen from Bonk's past (though she's no more challenging). Bonk also encounters a huge baby in a crib, poisonous fish, and other Stone Age adversaries. As for the bosses, a few bops and they're done, although they do get progressively harder.

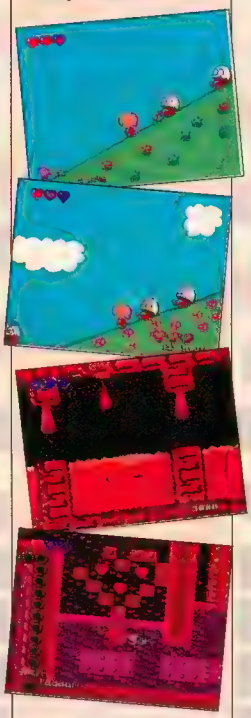


PROTIP: To beat Stage 2's stone boss, somersault up to the second highest post. When the boss thuds to the ground, Bonk will automatically be bounced to the a limb, where he can jump on he boss's head and then jump safely to the other side.

Bonk's Back

Bonk keeps getting bigger and better. This game gives you a lot more buck for your bonk – or is that Bonk for your buck? G

Check out these screens from Bonk's Adventure, Bonk's Revenge, and Bonk 3. See any similarities?



By Dr. John H. Watson

My Dear Holmes,

It is with great pleasure that I write to you with news of yet another game based on our famous detective adventures. I thought you might find these latest cases both intriguing and entertaining.

"If you eliminate the impossible, whatever remains, however improbable, must be the truth." – S. Holmes

Criminal Activities

This Super CD game by TTI sports the rather unimaginative title, Sherlock Holmes Consulting Detective 2. However, three baffling cases confront amateur sleuths. In "The Two Lions," two magnificent kings of the beasts and a ship's captain named Lyons are mysteriously killed on the same day. In "The Pilfered Paintings," the theft of two recently discovered artistic rarities has the art world abuzz. Finally, in "The Murdered Munitions Magnate," someone has dispatched a wealthy playboy and arms dealer.

Victorian costumes grace the graphics.

Once again, Holmes, the worthy players must pit their detective skills against yours. To solve each case, they must track down and interrogate various suspects, witnesses, and experts.

Naturally, the poor players need all the help they can get. They have at their disposal a recording Notebook, a Directory of London's people and places, a Coach, and a meager version of the erstwhile *London Times* newspaper.

"It has long been an axiom of mine that the little things are infinitely the most important" – S. Holmes

PROTIP: Always read the Times cover to cover.

Man power is available, too. The Baker Street Irregulars are on hand for stakeouts. Also on call are a motley collection of fictitious crime experts. Even Lestrade is present, and the good inspector from Scotland Yard remains true to form – amusing and irksome.

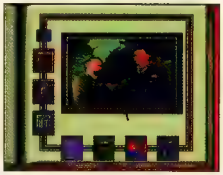
PROTIP: The Baker Street Irregulars are the best information gathering "tool." They require the fewest moves.

You See, but Do You Observe?

This mystery uses the same murky icon-driven, point-and-press interface as the first version. Even though you have taught me that patience is a detective's greatest ally, I still find the game's controls slow and sometimes painstaking, especially when I read the *Times*.

PROTIP: Go to Trial as soon as you can. Even if you don't win, you might score a helpful clue.

The graphics are superb. As in the earlier CD, this game features digitized film footage of actors performing all the parts in the dramatic crimes. I daresay, the two fellows who play Watson and Holmes look nothing like us.



Holmes and Watson take on the case.

The sounds in the cart are quite clear. As you so often remind me, the ear is the detective's most revealing tool.

PROTIP: If you rely on your memory to record clues rather than taking written notes, you may solve the crimes, but you'll never best Holmes.

Come Along, Watson

Detectives who enjoyed Sherlock Holmes Consulting Detective will most definitely find Holmes 2 a worthy challenge. My friend, it seems that once again, the game is afoot! G

As always, I remain your faithful servant (and friend),

Watson

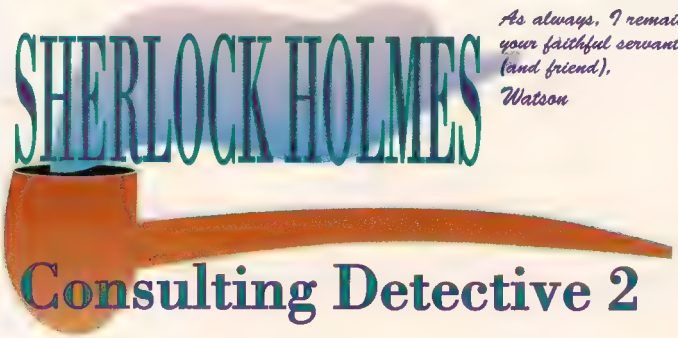
Game ProFile (Duo Super CD)

Holmes and Watson are back on the case, and they're in good CD form. Amateur detectives should expect little button pressing, but plenty of mind-blowing action. Solving these cases is tough, so don't take on these crimes unless you can do the time.

Sherlock Holmes Consulting Detective 2 by TTI

$49.95
Available June
Super CD

Strategy
One player
Game saver



Murder never looked so good.

SUPER CD-ROM SYSTEM CD-ROM

Bi-Compatible
[Plays on both
DUO & TGCD]

Sherlock Holmes II
VOLUME
Consulting Detective™

With TTI DUO's Sherlock Holmes II, not only do you get a chance to solve three of the world's most baffling mysteries, you also get to see the world's best digitized video on any game system. Pick up a copy today. And find out what a killer game this is.

DUO™

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SPECIAL FEATURE

Street Fighter II: THE NEXT ROUND

By Slasher Quan

One good Street Fighter II deserves three more! Capcom's finally ready to triple your Street Fightin' pleasure with new-and-improved versions of 1992's 16-bit game of the year. Check out preliminary pix of the long-awaited SF II Turbo for the SNES, the slightly delayed SF II: Champion Edition for the Genesis, and the overseas-only Champion Edition for the PC Engine.

Super NES Preview

Street Fighter II TURBO

It's Official!

Capcom came out of the beat-em-up closet on April 23, 1993 and spoke the magic words the whole continent's been waiting to hear: STREET FIGHTER II TURBO FOR THE SUPER NES! Gird up those karate costumes, boys and girls, 'cause the U.S. is gonna be rockin', rollin', and fightin' once again come September. The new version has more moves, faster action, and hotter looks.

Sagat's all fired up to regain the World Warrior title, but Balrog's fists are gonna get bloody!

Who's the Boss Now?

SF II Turbo offers the Street Fightin' feature that has caused stacks of mail to flood our offices, each letter pleading with Capcom for the same thing – the ability to play as the four boss characters! In addition to the original eight World Warriors, you can now assume the identity of U.S. heavyweight boxer Balrog, Spanish bullfighter Vega, Thai kickboxer Sagat, or the mysterious dictator M. Bison – and no cheesy Game Genie codes are necessary!

Is Ken about to stir-fry Dhalsim? Guess again! Dhalsim's got a new trick up his sleeve. Now you see him, now you don't!

Vega can claw his way to the top with the longer-range Tumbling Claw.

Ryu catches air with his new Hurricane Kick, but Ken can match him move for move.

Turbo Makes Its Moves

This cart is hot from the arcades! It's based directly on Turbo SF II: Champion Edition Hyper Fighting, and Capcom plans a near-identical conversion. If the company's actions match its words, all the characters will get new moves. Chun Li should throw Fireballs and bewilder opponents with a Chest Flip Kick. Blanka will get vertical with his new Rolling Attack. Zangief will use a faster Spinning Clothesline. Vega will roll from one end of the screen to the other with his wicked claw extended. After Charging energy for 60 seconds, Balrog should be able to unleash the deadliest move in the game – a Turn Punch which cuts off half of the opponent's lifeline!

Other new attacks to watch for include Ryu and Ken's airborne Hurricane Kick, Guile's Knee Thrust and double-hit Flash Kick, E. Honda's moving Hundred Hand Slap and vertical Head Butt, and Dhalsim's faster Yoga Spear/Torpedo and infamous disappearing act.

Feel the Need for Speed

Plans call for the SNES version to offer two speed settings: a slower Champion Edition speed, and the 15 percent faster Turbo speed. Players can choose between the two settings! No word yet on whether the game can handle the Turbo speed without slowdown.

New Digs, New Outfits

Capcom is quick to state that SNES Turbo is still on the drawing boards, but from the looks of these screens it's a safe bet that the cart will get the full recolored look of the coin-op. Notice that Ryu's dojo rooftop level is now dark blue, the sun has set on Guile's air force base level, Zangief's industrial factory has a golden hue, and Ken's dock has deep purple tones. The characters should also don new Turbo-colored uniforms. (See Ryu in his new light-blue garb.)

But at What Cost?

The Japanese version of SF II Turbo (pictured) is planned as a whopping 20 megabits, the biggest 16-bit system cart ever! If the U.S. version also clocks in at 20 megs, there's a good chance it might sell for close to $80. However, no retail price has been set, and nothing's for certain. Don't bat an eye GamePros, the Turbo picture's just starting to take shape!

Street Fighter II Turbo
by Capcom U.S.A.
Available September '93
Price undetermined

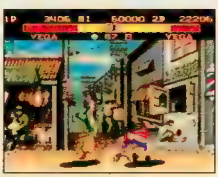
Genesis Update

Street Fighter II CHAMPION EDITION

Delayed 'Til September!

Capcom has pulled its first Genesis punch, but that punch may yet turn into a devastating uppercut. The Street Fighter II: Champion Edition cart that was originally due in June is now slated for a September release. As we reported in our June '93 PreView, the Genesis version looks like a top-notch conversion of the arcade game. The art's straight from the coin-op, and you can play as all 12 characters.

Why the delay? Capcom states it "is considering a meg upgrade" for the cart. This could mean a change from 16 to 20 megs. The increased memory might enable the developers to bolster the sound quality, which was mediocre in the 85 percent complete version we previewed. Could the real reason for a meg increase be to accommodate new moves, new colors, and faster game play...and to give Sega a hyper fighter worthy of its upcoming Nintendo foe? Does Capcom plan to throw a two-in-one Turbo combo for the Genesis as well as the SNES? We'll find out in the weeks to come!



Street Fighter II: Champion Edition
by Capcom U.S.A.
Available September '93
Price undetermined

A New Street Fighter Arcade Game?

Shortly following the Turbo SNES announcement, we interviewed Joe Morici, senior vice president of Capcom U.S.A. In a discussion about Capcom's plan of action for the future, he hinted at a new Street Fighter arcade game! We're not sure if he's referring to a new SF II coin-op or Street Fighter III, but there must be some sort of new World War brewing behind closed doors at Capcom!

GamePro: Why has Capcom decided to release Street Fighter II Turbo for the Super NES in North America?

Joe Morici: The release of Street Fighter II Turbo is a direct result of consumer demand. By offering editions to both Genesis and Super Nintendo supporters, we'll satisfy the needs of all players.

GP: What future Street Fighter games and products are planned, and when can we expect to see them?

JM: Although I'm not at liberty to discuss any specifics, I can tell you that game fans across the globe will have every reason to visit their local arcades later this year. Upcoming Street Fighter merchandise, such as apparel, trading cards, lunch boxes, action toys, and more, will also add to the longevity of the series.

GP: Street Fighter is as wildly successful in North America as it is in Japan. What role will Capcom U.S.A. play in the development of future Street Fighter projects?

JM: Capcom USA has already had a great impact on the development of Street Fighter games. Let's take SF II: Champion Edition as an example. Our U.S. research and development team worked closely with the programmers in Japan to create this title based on actual feedback from American consumers. Joint efforts between both teams will play an important role in the development of future Street Fighter projects.

GP: How do you think Street Fighter II has affected the video game industry as a whole?

JM: In the arcades, Street Fighter II is known as the Pac-Man of the '90s. On the home market, it is the fastest-selling video game in history! What's more, it has set a new standard for games in its class.

GP: Does Capcom now intend to support the Nintendo and Sega lines equally, or will there be more software on one platform? How will it support the PC Engine Duo?

JM: This year most of our titles will be for Nintendo systems, but we hope to take a more aggressive approach in supporting the Genesis in the long term. In addition to SF II: Champion Edition, we now have two other Genesis titles in the works. While Capcom has collaborated with NEC on the development of several projects, we are not an official publisher of games for the PC Engine Duo.

PC Engine Overseas ProSpect

Street Fighter II CHAMPION EDITION

Only in Japan!

In the red corner, coming out of nowhere as the long-odds underdog, it's SF II: Champion Edition for the PC Engine! Even if you're skeptical about PC Engine software, you'd better take a closer look at this 11th-hour entrant to the battle. The newcomer may stun its foes with a knockout punch!

A Moving Target

The PC Engine (Japan's TurboGrafx-16) Champion Edition is as mysterious and insubstantial as the wind, but we do know that the enigma will become reality in June when this cart hits the streets in Japan. We also know the game is a 20-megabit HuCard (Japan's TurboChip), costs 8,800 yen (about $75), and uses a special six-button controller. It'll be published by NEC and was developed by Capcom.

How hot this cart is remains to be seen. This Champion Edition should pace other versions stride for stride in game play. Reports are surfacing that this version may actually be better in some aspects than its Genesis and SNES counterparts. The graphics are purported to be bright and colorful, the animation exceptionally smooth, and the control very responsive. While the sound effects are sampled, they may lack in clarity.

The six-button controller, also scheduled for a June introduction, will be sold separately. It costs 3,900 yen (about $35) and is manufactured by famed peripheral company NEC Avenue. NEC plans to develop sports and flight simulation games to support the six-shooter, and might package the controller inside special editions of its PC Engine hardware and the SF II game.

Coming to America ...When?

As we go to press, Turbo Technologies, Inc. (TTI) refuses to confirm even the possibility of the Champion Edition coming to the States for the TurboGrafx-16 and TurboDuo systems. This game is so wrapped in secrecy, sources tell us Capcom stipulated in its contract with NEC of Japan that no information on the game can be released to the North American press! Why the secrecy? Some speculate that this version is so well-executed, Capcom is afraid if anyone hears about it in the U.S., they will forego other versions and wait for the TG-16 version to arrive! Can a TurboChip game really be that good? Enough talk, it's time for answers... what about it TTI?

Street Fighter II: Champion Edition
by NEC
Available June '93 in Japan
8,800 yen (approx. $75)

It's Street Fighter II: Champion Edition for the PC Engine! All the characters, all the bosses, and all the low blows.

Chun Li goes aerial with her new Chest Flip Kick.

Big boss M. Bison flames on, and Sagat gets a burning sensation.

Boxing heavyweight Balrog plants a Dashing Uppercut in Bison's rib cage.

Ken's improved wide-range Dragon Punch is intimidating.

Ryu deftly evades Ken's Fireball with his Dragon Punch.

Dhalsim skewers opponents with a faster Body Torpedo move.

GET YOUR KICKS ON THE GO!

TENGEN WORLD CUP SOCCER™

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition ever available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a screamer past a gutsy Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian mid-fielder with a slide tackle.

Come on, Hotshot. Get your kicks on the go...and bring home the World Cup!

You'll get a kick out of the hottest graphics and action ever on the Game Gear

Goal kicks, shuffle passes, penalty kicks, defensive slides...do it all in a four-team elimination race for The Cup.

Italy, France, U.S., Mexico... Select your squad from 24 of the most recognized soccer forces on the globe.

Link up with a buddy for hot head-to-head action!

TENGEN
It's a Whole New Ball Game

SEGA™ GAME GEAR™
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THREE MORE TO GO...AVAILABLE NOW!

Paperboy 2

More customers, more neighborhoodlums and more windows to break than ever before!

Prince of Persia

Rescue the fair Princess through 12 levels of sword-swinging adventure!

Super Space Invaders

They're bigger, meaner, ..and ready for another massive intergalactic invasion!

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Connors Goes for Nintendo Grand Slam

Jimmy Connors Tennis — Nintendo

By Weekend Warrior

Having conquered the Super NES and the Game Boy, Jimmy Connors comes to the NES with hopes of a grand slam. Due to 8-bit memory restrictions, the NES version is based on the Game Boy cart rather than the Super NES extravaganza, which was loaded with options. Nevertheless, Jimmy Connors Tennis for the NES plays with as much class as its champion sponsor.

First Serve

Jimmy Connors Tennis features a good-looking ¾ overhead view. The large player sprites stand out clearly against the game's backgrounds and respond extremely well to the controls.

The computer opponents come in three skill levels. Beware, because going up against the computer's Advanced player is like facing the Terminator in shorts! You can also cross racquets against a friend. To hone your skills, the Practice feature lets you warm up against 100, 200, or 300 machine-fed balls.

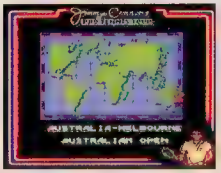
PROTIP: Roam the court while you practice your strokes, so you'll be able to return shots from every corner during match play. The ball-feeder will follow you.

PROTIP: The longer you press the stroke button, the harder you hit the ball. You control the direction of your stroke by pressing the direction pad as you hit the ball. Press Up (forward) on the direction pad for long shots, and press Down (backward) for drop shots.

Have Racquet, Will Travel

Jimmy Connors Tennis zips solo players off on a whirlwind tour of the top 16 international tennis tournaments, including the U.S. Open, Wimbledon, and the Australian Open. Win a match, and you earn a cash purse ranging from $26,000 to $58,000. A password feature maintains your Win/Loss Record and earnings, so you can pick up the game at any time. The ultimate winner is the player with the most prize money at the end of all 16 tournaments. Will that be you, Ace?

Each venue is accurately recreated in terms of its surface – hard court, grass, or clay. Game play is noticeably affected by the surface, so you must adjust your strategy accordingly. For instance, the ball bounces high on hard surfaces, unevenly on grass, and low on clay. Likewise, your sprite moves fastest on a hard surface, slowest on clay.



A map of your travels. (If only you could get all those frequent-flier miles!)

PROTIP: Try to stay in the center of the court when you play on clay, so you can rush to either side.

To Ace or Not to Ace

To reflect real-life serving difficulties, Jimmy Connors Tennis features the same cursor-targeting serve as its predecessors. Unlike other tennis carts, however, which offer an automatic, non-threatening serve, Connor's serve demands timing, skill, and a little luck. A floating cursor bobs around your opponent's court the moment you toss up the ball. You have only partial control of the cursor, and must position it correctly the split-second before you serve. This process is frustrating at first, but you'll learn to appreciate the control it offers.

PROTIP: You needn't hit the ball every time you toss it up to serve. If you can't effectively place the cursor, let the ball drop and try again.

Match Point

Jimmy Connors Tennis is a well-rounded NES tennis cart. The sharp graphics are above-average by 8-bit standards, and the animation is smooth and responsive. Die-hard tennis fans will want to turn off the repetitive soundtrack, though. The computer opponent poses a formidable challenge, even on Beginner and Intermediate settings. Plus, the variety of courts and the globe-hopping tournament add to the enjoyment. Just like one of Jimmy's shots, this game's a winner! G

Jimmy Connors Tennis by Ubi Soft

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	Adjustable

$29.95	Sports
1 meg	Two players
Available now	Password

Davis Cup: Top Seed for Genesis Grand Slam

Davis Cup World Tour

SNES

By Colorful Commentator

Sometimes the hottest new prospects in tennis come from unexpected places around the globe. French games developer Loriciel just put the finishing touches on Davis Cup World Tour for the Genesis, and it's coming to the States via Tengen. This newcomer could rise to a top 16-bit seed overnight!

Your Racquet's Secret Weapon

Davis Cup offers more control and shots than other Genesis tennis carts. How? Maybe a new-fangled, super-powered racquet? Sorta. Davis takes full advantage of the new six-button controllers now available from Sega and other companies. (See GamePro Lab Report, page 136.) You can play with the standard three-button job, but we don't recommend it. The game's just not as much fun, and you can't pull off all the shots.

Davis Cup supports either the new six-button controllers or the standard three-button controller.

Hot Shots!

If you're armed with a six-shooter, this cart's a game-play bonanza. You get basic shots, including flat shots, speed shots, lobs, and drop shots. You can also put some wicked top spin or back spin on the ball. At the net, you get regular, lifted, drop, and smash volleys. The serving mechanism is smooth and clean, and your player can even dive for the ball! Davis Cup's only noticeable control shortcoming is a natural tendency to overrun the ball, because the players move too fast in relation to the size of the court and the speed of the ball.

Lobs, drop shots, and speed shots are at your fingertips.

Courtside View

Davis Cup's modest behind-the-player perspective is very playable, but it won't knock your sweatsocks off. The screen displays an adequate, though somewhat blocky, view of the players and the crowds in the stands. The scrolling is smooth, and the screen splits to accommodate two players. Unfortunately, the animation is only mediocre.

PROTIP: To serve an Ace, slice the ball so it lands at the far left or right corner of the court. The computer probably won't be able to save it.

Davis Cup pipes out slightly above–average music. The grunts, announcer's voice, and solid "thunk" of the tennis ball are good, but the sneaker squeak effects are irksome.

From the Ball Machine to Center Court

Davis Cup dishes out the most extensive lineup of features and options ever seen in a tennis video game. Before you hit the courts, you can practice serves and ground strokes in a ball machine accuracy test. Once you're ready for the real thing, you can play a standalone Exhibition match, a singles or doubles Tournament with 18 competitors, a Davis Cup doubles tourney that pits your country against international opponents, or a singles Championship world tour.

PROTIP: In a tournament, if your opponent has a big lead, press Start and quit. It's not worth the time, effort, and frustration if you don't have a prayer.

You'll play Davis Cup for hours. The variety of game modes, the ability to play singles or doubles with or against a friend, and the lengthy Championship are excellent options. Unfortunately, there are no passwords to save your game. The computer is a pushover on the Amateur setting, but blindingly fast and tough on the Pro setting.

PROTIP: Upon graduating from Amateur to Pro, you must radically increase your reaction time to serve consistently.

Game, Set, and Match to Davis Cup!

If tennis was all about good looks, certain repeat Wimbledon champs would probably be permanent bench scrubs. Fortunately, that's not the case in real tennis or in this game. Once you get past the average audio/visual offering, Davis Cup serves up an action-packed game. Tengen also gets a big thumbs for being one of the first licensees to support the six-button controller. This one's world class all the way!

Davis Cup World Tour by Tengen

Graphics	Sound	Control	FunFactor	ChalLenge
3.5	3.5	4.0	4.5	ADJ. Adjustable

$59.95
8 megs
Available July '93

Sports
Two players
Passwords

Summer Challenge Takes the Bronze

Summer Challenge

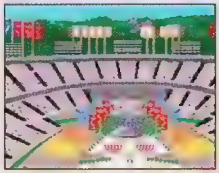
Genesis

By Lance Boyle

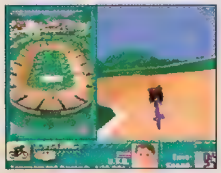
Looking for a fun-filled, action-packed Olympic sports cart? Summer Challenge probably isn't it. Accolade merges colorful, digitized graphics with top sports competition, but somehow manages to trip over its own Nikes on game play.

The Thrill of Victory...

Summer Challenge offers eight Summer Olympic-style events. There's enough variety to please all you armchair athletes, but not enough sustained challenge to keep you glued to your seat. You can practice each event in Training mode, or go for the highest score against a field of athletes in the Tournament, which has adjustable challenge settings and passwords. One to ten players alternate turns in each event.

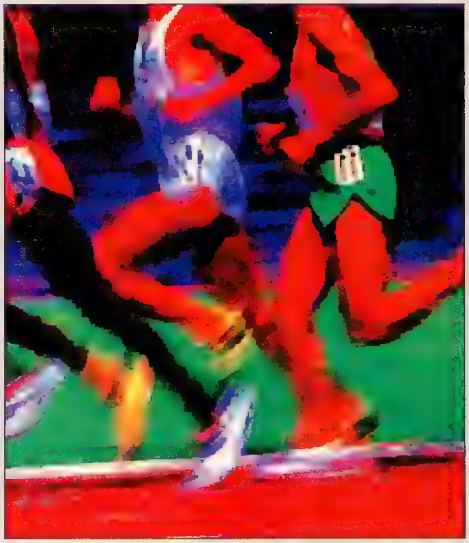


The colorful opening ceremonies get the games off to a rousing start.

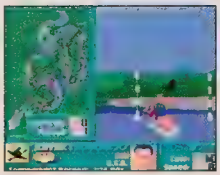


PRO TIP: In the cycling event, stay towards the inside and your rider will lean into banked turns.

Solo events, such as archery, horseback riding, pole vault, high jump, and javelin, get pretty good treatment. The best event is



kayaking, which gives you a twisting, turning ride down narrow waterways.



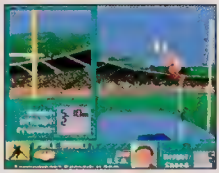
PRO TIP: If you're about to miss a gate in the kayaking event, simultaneously press Down and A, and make a sharp turn.

PRO TIP: Don't wait too long to release your arrows in the archery event, or your bowman's muscles will tire and his aim will waver.

...The Agony of De Game

Summer Challenge really stumbles in competitive events, such as cycling and the 400-meter hurdles. On TV, competitors jostle for position in these sweat-drenching events. In Summer Challenge, you get only one guy straining against the clock with no opposition, whether you play in Training or in Tournament mode.

Not only does Summer Challenge lack on-screen competition, but as a whole the game is slow and deliberate, rather than fast and furious. The events usually involve rapid button-pressing. The pad controls height, angle, jump, or steering. Like most Olympic-style carts, the action isn't too complicated, because only a couple of the controller's buttons are utilized. As a result of simplistic action and only eight total events, your interest in this game will probably fade quickly.



PRO TIP: To reach new heights in the pole vault, build up as much speed as possible on your approach.

PRO TIP: The controls are touchy, so merely tap the buttons to change your athlete's direction.

Olympic Looks and Sounds

Stylish graphics compensate somewhat for the sluggish game play. The opening and closing ceremonies burst with pageantry and color, the athletes get detailed renderings and facial portraits, and the behind-the-athlete 3D perspective draws you into the action. You even get an instant replay. However, a near-gold for visuals is reduced to a silver by the blocky forward-scrolling scenes, which make depth difficult to gauge.

PRO TIP: Keep your horse centered as you jump the obstacles in the equestrian event.

Summer Challenge's clear musical themes pump your adrenaline, the athletes' grunts are emphatic, and you even get the occasional, garbled announcer's voice. However, more sound effects are needed.

The Mild World of Sports

This game's high point comes when your athlete plows headfirst into an obstacle – Accolade's always done wrecks well. The events are fun for a while, and the unique graphic perspective is worth a look. However, the repetitive action and slow game play are frustrating. Summer Challenge qualifies for the final heat, but it's a long shot for a medal. G

Summer Challenge by Accolade

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	2.5	3.0	ADJ. Adjustable

$54.95
8 megs
Available now

Sports
10 players (alternating)

NBA Jams at the Arcades

NBA Jam

Arcade

By Weekend Warrior

Always the innovators in cutting-edge graphics and game play, the programming wizards at Bally/Midway have created NBA Jam – the ultimate b-ball coin-op. Licensed by the NBA, this game features incredibly detailed, fully digitized graphics of 54 of the NBA's hottest superstars doing what they do best. Four-player, simultaneous action, photorealistic visuals, and real-time scaling make this a must-see and must-play for all sports gamers.

Is It Live or Is It NBA Jam?

At first glance, you might think that the game's video screen is tuned into a basketball game on TV. Upon closer examination, you'll discover it's not a TV broadcast but a composition of slick digitized graphics. Actual live footage of NBA superstars, such as David Robinson, Chris Mullin, and Charles Barkley (along with their trademark on-court moves and grooves), were digitized and incorporated into the game. Other graphic highlights include rowdy fans along the sidelines, anxious coaches pacing back and forth, and the nonstop glitter of camera flashes reflecting off the polished floorboards. The digitized graphics are seamlessly merged with computer-drawn art to create a realistic, eye-popping effect.

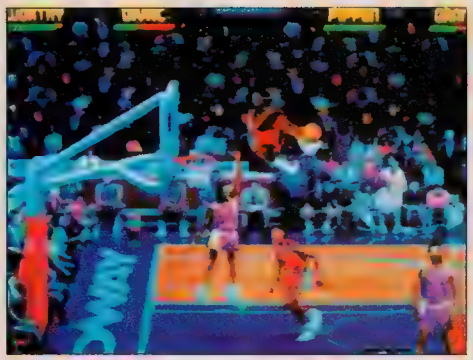
Viewed from a ¾ overhead perspective, the action and scrolling are silky smooth, and all the players move in real-time. A new process called "Scanorama" enables players to run not only from left to right, but also into and out of the background, creating a believable sense of 3D animation. All characters are extremely large, detailed, and well-animated. They are scaled seamlessly as they move in toward and away from the camera. When Sir Charles charges down court for a monster dunk, you'd swear he's gonna bust through the monitor!

PROTIP: Run toward the basket and simultaneously press Turbo and Shoot to make a dunk. There are multiple dunks, which change according to your position in relation to the basket.

PROTIP: Keep passing, and no one will have time to block, foul, or steal. Don't dribble the whole way down court.

Dream Teams

NBA Jam presents fantasy two-on-two match-ups between superstars from all 27 NBA teams. Imagine the dilemma of deciding between Malone and Stockton, Barkley and Majerle, Hardaway and Mullin, or Ewing and Oakley to go up against Jordan and Pippen! Play solo with a computer partner, team up with a friend, or go head-to-head against another pair of buddies. The extremely responsive action is controlled by an eight-way joystick and three action buttons. You can shoot, block, pass, steal, and jam the Turbo button for those intense plays. Specific joystick and button



Tune in for prime time!

combinations ignite super leaps, turbo sprints, and ultra slam dunks.

"Heat"-ing up the "Sun"-s.

PROTIP: A player's chance of making a shot goes down drastically when a defender's in his face. Key up on defense, or you'll get burned.

How do you measure up to the competition?

PROTIP: Even though their stats look meager, Detroit is the best team in the game. Because they're the designer's favorite team, he gave them super stats that you can't see.

PROTIP: Tap the Turbo button twice to throw an elbow. Use this technique in the paint to clear out defenders and set up an easy jumper.

Just the Facts, Ma'am

Statistics fans will flip over the AutoStat feature, which automatically maintains all records and stats of the day's previous players. This "instant report card" will induce many rematches. Bring tokens, and plenty of 'em!

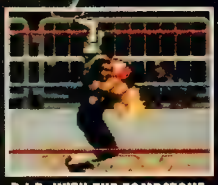
Nothing but Net

Just like the real NBA, this first-rate game is exciting and unpredictable. Incredible graphics, sound, and game play raise NBA Jam beyond just another sports game. NBA Jam is an experience! Hit the rims at your local arcade today! G

Continued on page 126.

LET'S RU

ARE YOU READY TO RUMBLE?!



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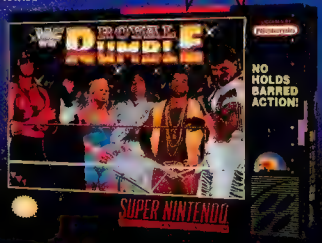

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Continued from page 123.

Sports Insider

Shaquille O'Neal Signs with EA Sports

By Athletic Supporter

Not since His Airness, Michael Jordan, first took flight back in 1984 has one player dominated the NBA like Shaquille Rashaun O'Neal of the Orlando Magic. O'Neal, the highest-paid player in the history of the NBA, is no ordinary basketball player. He's as fast and agile as a guard, and yet at 7-foot-1 and 300 pounds, he's as powerful as the toughest centers. O'Neal, or "Shaq" to his millions of fans, finished the regular season among the league's leaders in scoring, rebounding, field-goal percentage, and blocked shots. All this, and he's barely 21 years old!

Shaq's instant success has led to numerous lucrative endorsements, including a recent multi-game, multi-year deal with EA Sports. Insiders at the company tell us that the first game, co-designed by O'Neal, will pit Shaq against Michael Jordan in an explosive 3-on-3 format. One of the highlights will be a one-on-one sequence, where the two superstars square off. Additionally, Shaq's digitized likeness will be incorporated into game play. The game will initially be available for the Genesis and the Super NES, and EA Sports will consider future development for it on CD-ROM systems. EA promises that the game will feature Shaq's famous dunks, blocked shots, and alley oops. Expect delivery in late '93, near the tip-off of the new NBA season.

GamePro sat down with the rookie sensation after a recent NBA victory to get a Shaq's-eye-view of the video game world.

Exclusive Interview with Shaquille O'Neal

GamePro: Have you seen the game yet?

Shaquille O'Neal: *Not yet. We're going to meet with the EA Sports people sometime after the season is over and then I'm going to give them my input. I want it to be a fun game. I have to like it. I figure if I don't like it, then nobody else will, either.*

GP: What attracted you to EA Sports?

O'Neal: *EA Sports is a great company. They've already got a lot of good sports games. They did Bulls vs. Lakers and John Madden Football. Those are really good games. We met with the guys from EA and they offered the best deal.*

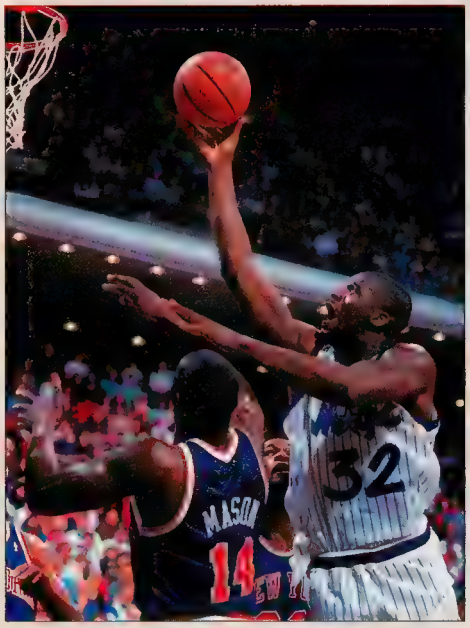
GP: How will you work with EA Sports to codesign your game?

O'Neal: *Together, we'll make my games the best. I'm looking forward to integrating my hard-slamming, jamming, intimidating, in-your-face style into their games.*

"I'm looking forward to integrating my hard-slamming, jamming, intimidating, in-your-face style into EA's games."
– Shaquille O'Neal

GP: Do you own a Sega Genesis or Super Nintendo system?

O'Neal: *Not yet. I've played both systems, but I have not had time to go out and get one yet. I do have other games. You know when you go into arcades and you see those [coin-operated] games that you put 50 cents into? I've got five or six of those games. I like them better because the screens are bigger. I figure, you know, I've got the money. I can afford 'em.*



GP: What's your favorite game?

O'Neal: *Terminator II and Mortal Kombat are probably my two favorite games right now. After a real physical game, especially against Pat [Ewing], I like to play Mortal Kombat. It's a good way to unwind.*

GP: What are your favorite home-system games?

O'Neal: *When Double Dribble came out, I played that all the time. I was unstoppable. No one could beat me. Bulls vs. Lakers is also good. I like it, but I'd like to see it use a joystick with more buttons. That way, you could do more things, like the lob dunk. That's my favorite play.*

GP: Do you know if you're going to be in Acclaim's NBA All-Star Challenge next year?

O'Neal: *I don't know if they'll have a new version. I have not been contacted about it, but I would like to be in that game. The thing I don't like about that game is that Larry Bird and Chris [Mullin] always win because they can shoot the three. You can't tell me that Bird or Mullin can beat Michael [Jordan]. If I get in there, I'll dunk it on everyone, Michael included!*

"If I get in NBA All-Star Challenge, I'll dunk it on everyone, Michael Jordan included!"
– Shaquille O'Neal

GP: Can you give us a little more information about the upcoming Shaq game?

O'Neal: *No. It's a secret!*

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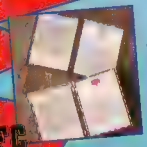

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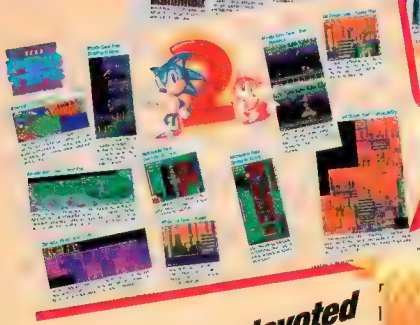

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537G7

Avenging SPIRIT

By Data Carvey

How do you like these odds: You're up against dozens of ornery bad guys armed with submachine guns. You have no weapons, no lives, not even a body to call your own. The good news is you can't get killed; the bad news is you're already dead. Yep, from the moment you hit Start, you're gone. History. Finito!

However, your spirit goes on as a ghost – and you want revenge! To get it, you fly through six stages of a maze-like city, from rooftops to streets, slaying kidnappers as you search for your girlfriend, Gennifer.

Here's the twist: You can possess other characters. You simply land your ghost on an unsuspecting host and use their skills and weapons to your advantage. Some characters have great jumping ability; others have special weapons, such as vampire bats or exploding snowballs.

Ghost Story

Avenging Spirit by Jaleco is a seriously fun side-scrolling action/adventure game with a ghostly twist. You start the game as a fresh corpse, bumped off by the kidnappers who've taken your girlfriend.

Game ProFile (Game Boy)

In Avenging Spirit you're a revenge-minded ghost, and your only weapon is your ability to inhabit the bodies of passers-by. Then you get to use their weapons against the bad guys! It's a sight whose tiny sprites might make your eyes sore, but it's fun.

Avenging Spirit by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	Intermediate

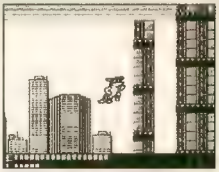
$29.95
Two megs
Available now

Action/adventure
One player

Who Ya Gonna Call?

Avenging Spirit is a mean-spirited little game. Bad guys are everywhere, and they're a trigger-happy bunch. They immediately blast whatever body your ghost is inhabiting. A few medicine jars and heart capsules scattered throughout the city give you temporary pick-ups, but ghosts don't have much stamina.

At the end of each stage you encounter some kind of monstrous boss. You'll need plenty of practice before you can defeat them.



PROTIP: To scale buildings quickly, inhabit a high-jumping character.

PROTIP: After you've climbed the first skyscraper of Stage 3, leap into the alley and press Right as you fall. This shortcut lets you skip dangerous shootouts.

Each character has a unique weapon. For Count Dracula, it's a homing Vampire Bat.

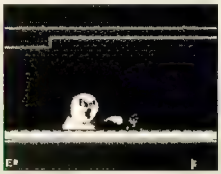
PROTIP: In Stage 4, find the secret panel in the brick wall to get a medicine jar from the hidden chamber.

PROTIP: Avoid confrontations whenever possible. Instead, use your strength to find new characters to possess.

PROTIP: Try to possess Commandoes, especially those with rocket launchers. Their missiles home in on moving targets, even if they're around a corner.

Get into the Spirit

The action in this cart is steady, which makes the diminutive sprites a problem. With 20 characters to possess, you must quickly identify who's who, which is hard with these tiny figures. The background details are otherwise impressive, and the bosses move with deadly grace.



Meet the new boss, same as the old boss – with maximum firepower!

PROTIP: The lairs of the bosses are clearly marked, but be prepared to start shooting as soon as you enter.

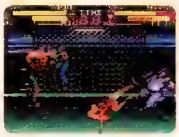
The frenzied music only distracts you from the tasks at hand. If you turn it off, though, make sure you catch the cool fire-breathing hiss of the dragons.

The Ghost with the Most

Avenging Spirit isn't easy, so don't expect to go "ghost to coast" right away. It's definitely fun, though, and it will entertain all intermediate players until they're mere ghosts of their former selves. G

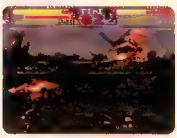
This world tour isn't exactly a vacation.

This time the Mad Gear Gang is out to conquer the world. As insurance, they've kidnapped Genryusai and his daughter Rena. To save both, Mike and his new partners Carlos and Maki must fight through 6 levels filled with enough boss characters to kill them many times over. Whether you fight alone, or use the new two player simultaneous option, you will need your hottest moves to eliminate the Gang forever. The world depends on it.



Haggar's headbutt and Maki's spinning handstand leave their opponents in bad shape.

Carlos is a real cut up with his sword, while Haggar plans his next move.



Haggar leaves 'em out to dry with his clothesline and Maki executes her flying kick

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Back Futr 2/3	8	19	
Bad Dudes	2	8	
Bd Nws Bsbl	10	19	
Bad St Brwlr	4	9	
Balloon Fight	4	10	
Bnd Kngs Chn	16	34	
Barbarian*	22	39	
Barbie	18	34	
Barbie Fshn	22	39	
Bards Tale	14	26	
Baseball	1	5	
Baseball Pros	22	39	
Bashil Smltr	10	20	
Bashil Strs	12	22	
Bashil Strs 2	26	44	
Bases Load	2	8	
Bases Load 2	3	10	
Bases Load 3	16	30	
Bases Load 4	22	39	
Basewars	10	19	
Batman	6	16	
Batman Returns	22	39	
Batmn Rtn 3kr	16	36	
Battle Chess	16	29	
Battle Olympics	6	14	
Battle Tank	14	29	
Battle Toads	16	32	
BatTds/D Drag	22	39	
Bee 52	12	39	
Beetlejuice	10	24	
Best /Best	24	42	
Bible Advntrs	12	22	
Big Bird Hd/Spk	18	34	
Big Foot	10	19	
Bignose Cwman	12	25	
Bignose Freaks	22	39	
Bill & Tcc Adv	8	15	
Bio Force Ape*	22	39	
Bionic Commndo	3	9	
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Blaster Master	4	9	
Blazebusters	22	39	
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Bo Jackson	10	24	
Bomberman	12	24	
Bomberman 2	22	39	
Boomrng Kid*	22	39	
Boulder Dash	12	22	
Boy & His Blob	6	14	
Brainies	2	9	
Break Time	22	39	
Breakthru	3	9	
Bubble Bobble	10	25	
Bucky O'Hare	20	36	
Bgs Bny Bsbg	18	29	
Bgs Bny Ctrl	18	29	
Bump & Jump	6	14	
Buras Fighter	6	9	
Burger Time	10	19	
Cabal	4	9	
Caesars Palace	22	44	
Cahl Games	6	14	
Cahl Games 2	26	49	
Capt America	16	29	
Capt Comic	6	10	
Capt Planet	14	24	
Capt Skybawk	2	7	
Crmn SnDiego	18	34	
Carm Wkshp	22	39	
Casino Kid	16	32	
Casino Kid 2	28	49	
Castelian	12	19	
Castle Deceipt	12	22	
Castle Dragon	4	10	
Castlequest	3	10	
Castlevania	2	9	
Castlevania 2	7	19	
Castlevania 3	6	14	
Cave Man Gms	6	16	
Chall Dragon	16	29	
Champ Bowling	16	29	
Chessmaster	22	39	
Chiller	8	14	
Chips Chal*	22	39	
Chubby Cherub	8	15	
Circus Caper	4	12	
City Connection	3	9	
Clash At Dmnhd	3	7	
Classic Cnent	22	39	
Clu Clu Land	4	14	
Cobra Command	3	10	
Cobra Triangle	2	9	
Code Nm Viper	2	8	
Color A Dinosr	22	39	
Commando	2	7	
Conan	10	19	
Conflict	16	29	
Congo's Caper	22	39	
Conq Xtal Plce	4	10	
Contra	6	15	
Contra Force	20	36	
Cool World	22	39	
Corvette ZR1*	22	39	
Cowboy Kid	14	29	
Crash Dummies	22	39	
Crash/Boys-Ice	22	39	
Crash/Boys-Str	12	26	
Crazyland*	22	39	
Creatorn	22	39	
Crystal Mines	14	22	
Crystalis	6	14	
Cyberball	28	59	
Cybernoid	3	7	
Dance Aerobics	8	19	
Darkman	4	19	
Darkwing Duck	22	39	
Dash Galaxy	3	7	
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Days Of Thndr	8	16	
Deadly Towers	2	7	
Death Race	12	24	
Deathbots	6	19	
Def Of Crown	$3	$7	
Def Dyn Cty	24	44	
Defender 2	10	19	
Deja Vu	8	16	
Demon Sword	2	9	
Desert Commnd	8	16	
Dest Earth Str	1	5	
Destiny Of Emp	8	16	
Dick Tracy	3	10	
Die Hard	20	39	
Dig Dug II	10	22	
Digger T Rock	10	26	
Golf Power	16	39	
Dirty Harry	4	10	
Disney Adv	14	26	
Dizzy	20	36	
Donkey Kong	10	20	
Dnkey Kong Jr	8	16	
Donky Kng 3	6	14	
Dnky Kng Clss	14	26	
Dnky Kng Mth	14	26	
Double Dare	10	22	
Double Drag	3	12	
Double Drag 2	6	14	
Double Drag 3	10	22	
Double Dribble	4	10	
Double Strike	10	24	
Dr Chaos	4	10	
Dr Jekyll/Hyde	4	7	
Dr Mario	16	29	
Dragon Fighter	14	24	
Dragon Power	2	7	
Dragon Spirit	4	9	
Dragon Warr	2	5	
Dragon Warr 2	18	34	
Dragon Warr 3	30	49	
Dragon Warr 4	32	54	
Dragon's Lair	12	22	
Dragonstrike	22	39	
Dream Team*	22	39	
Duck Hunt	1	2	
Duck Tales	8	19	
Duck Tales 2	22	39	
Dudes W/Attudes	6	14	
Dungeon Magic	4	12	
Dusty Diamnd	14	29	
Dyno Warr	3	7	
Elev Action	4	10	
Elim Boat Duel	18	34	
Emp Strks Bck	22	39	
Exit Man*	22	39	
Evrt/Lndl Ten	4	19	
Excitebike	4	7	
Exodus	16	29	
Ind Jns Doom	3	7	
Ind Jns Lst Cr	12	25	
Indy Heat	22	39	
Infiltrator	1	7	
Iron Sword	2	7	
Iron Tank	3	9	
Isolated Warr	6	14	
Jack & Bnstlk	22	36	
Jack Nkls Golf	12	19	
Jackal	2	7	
Jackie Chan KF	6	19	
Jaws	8	14	
Jeopardy	12	22	
Jeopardy Jr	12	22	
Jeoprdy 25th	14	24	
Jet Bike Sim*	22	39	
Jetsons	22	39	
Jimmy Connors	22	39	
Joe & Mac	24	44	
John E Qback	1	5	
Jordan Vs Bird	5	10	
Joshua	18	39	
Journey Silnus	1	7	
Joust	4	12	
Karate Champ	3	7	
Karate Kid	3	9	
Karnov	3	7	
Kickle Cubicle	18	29	
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Kid Icarus	6	14	
Kid Kleen	22	39	
Kid Kool	10	16	
Kid Niki	4	7	
King Neptune	16	29	
King Of Kings	14	34	
King's Knight	2	7	
Kngs Of Beach	3	9	
Kngs Qst 5	16	30	
Kirby's Adv	22	39	
Kiwi Kraze	10	24	
Klash Ball	12	29	
Klax	18	29	
Knight Rider	3	12	
Krazy Kirts	10	25	
Krion Conquest	6	14	
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Kung Fu 2	22	39	
Kung Fu Heroes	3	9	
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Laser Invasion	4	12	
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Last Starfighter	8	16	
Legacy Of Wiz	2	7	
Legend Of Kage	3	7	
Legndry Wngs	1	5	
Legends Drnd	16	36	
Lemmings	14	39	
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Life Force	3	7	
Life Wtds Srch	22	39	
Litl Lg Bsbl	4	10	
Lnl Mermaids	18	32	
Lnl Ninja Bros	22	39	
Lnl Nm Dr Mstr	14	22	
Lnl Sarsaus	12	29	
Lode Runner	6	12	
Lone Ranger	10	19	
Loopz	14	26	
Lost In Vegas	22	39	
Low Cl Man	3	10	
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Marios Is Miss	22	39	
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Master Chu	8	16	
Matchbox Rcrs*	24	42	
MC Kids	18	34	
Mech Attack	6	14	
Mega Man	20	26	
Mega Man 2	10	19	
Mega Man 3	12	19	
Mega Man 4	24	39	
Mega Man 5	26	44	
Menace Beach	18	34	
Mendel Palace	6	14	
Metal Fighter	12	22	
Metal Gear	2	7	
Metal Man	22	39	
Metal Mech	8	16	
Metal Storm	14	26	
Metroid	3	8	
Michl Andretti	12	19	
Mk M-Drm Blz	22	39	
Mcky M-Satlte	18	36	
Mickey Mouse	6	14	
Micro Machns	26	44	
Mig 29	12	39	
Mght & Magic	30	59	
Mighty Bnb Jk	3	7	
Mighty Fnl Fght	22	39	
Millipede	18	32	
Milon Sec Cstl	4	7	
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Mission Cobra	16	26	
Mission Imp	2	9	
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Mutant Virus	14	26	
Mystery Quest	4	12	
NARC	4	9	
Nascar Chall	14	24	
Natl Fibl Lg	1	7	
Nes Open	22	36	
Nghtmr Elm St	6	14	
Nightshade	12	22	
Ninja Crsdrs	8	14	
Ninja Gaiden	3	7	
Ninja Gaiden 2	10	19	
Ninja Gaiden 3	14	25	
Ninja Kid	4	7	
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Nobn Ambtn	10	19	
Nobn Ambtn 2	32	54	
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Operation Wolf	2	7	
Orb 3D	3	7	
Othello	8	16	
Over Horizon*	22	39	
Overlord	14	42	
P Radicus	10	19	
Pacman	20	36	
Pacmania	32	54	
Palamedes	12	24	
Panic Restrnt	22	39	
Paperboy	12	22	
Paperboy 2	24	42	
Parfect Fit	16	26	
Pasternnator	6	14	
Petr Pan Pirs	10	19	
Phntm Fighter	2	7	
Pictionary	10	19	
Pinball	8	16	
Pinball Quest	14	22	
Pinbot	14	22	
Pipe Dream	14	25	
Pirates	16	29	
Platoon	3	5	
Play Aci Fibl	1	5	
Poggie*	22	39	
Pool Radiance	18	34	
Popeye	6	14	
POW	4	12	
Power Punch 2	12	42	
Powerblade	4	12	
Powerblade 2	22	39	
Predator	5	9	
Prince Persia	20	39	
Princs Tomato	12	22	
Pro Am Racing	4	10	
Pro Am Recng 2	22	39	
Pro Wrestling	3	7	
Pgsley's Hnt	22	39	
Punisher	6	19	
Puss & Boots	10	19	
Puzzle	8	12	
Puzzuzu	18	36	
Pyramid	12	22	
Pyramids Of Ra	22	39	
Q Bert	12	22	
Qix	30	59	
Quant Fighter	3	10	
Quattro Adv	2	9	
Quattro Arcade	20	39	
Quattro Sports	14	26	
Race America	24	42	
Racket Attack	3	8	
Rad Gravity	4	10	
Rad Racer	6	14	
Rad Racer 2	12	19	
Rad Rckt Trns	22	39	
Rad 2020	2	12	
Raid Bngldy Bay	2	7	
Rainbow Island	24	42	
Rally Bike	12	19	
Rambo	2	7	
Rampage	8	14	
Rampart	22	39	
RBI Baseball	3	7	
RBI Bsbl 2	8	19	
RBI Bsbl 3	16	29	
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Road Runner	14	24	
Robin Hood	12	22	
Robo Cop	4	10	
Robo Cop 2	14	26	
Robo Cop 3	24	42	
Robo Demons	12	22	
Robo Warriors	3	5	
Rock N Ball	6	14	
Rocket Ranger	2	5	
Rocketeer	6	16	
Rockin' Kats	18	29	
Rcky/Bllwnkl	24	42	
Rog Clmns Bsbl	8	16	
Roger Rabbit	6	15	
Roller Ball	16	26	
Roller Games	4	9	
Rollerbld Race	22	39	
Rolling Thunder	4	10	
Rmnc 3 Kngs	12	24	
Rmnc 3 Kngs 2	26	49	
Roundball	16	39	
Rush N Attack	3	7	
Rygar	3	7	
SCAT	14	29	
Secret Scout	16	29	
Secret Storm	14	26	
Secret Ties	22	39	
Section Z	1	5	
Seicross	3	7	
Sesm St 123	12	22	
Sesm St ABC	12	24	
Sesm St Ctdn	30	49	
Sesm ABC/123	22	39	
Shadow Ninja	8	19	
Shadowgate	3	9	
Shatterhand	6	19	
Shingen Ruler	6	14	
Shinobi	5	9	
Shock Wave	6	16	
Shogun Maeda	22	39	
Shooting Range	10	19	
Short Order	12	19	
Side Pocket	22	39	
Silent Assault	14	26	
Silent Service	4	10	
Silk Worm	10	19	
Silver Surfer	6	14	
Smpsns 1 SM	10	19	
Smpsns 2 Wld	14	26	
Smpsns 3 B RM	22	39	
Skate Or Die	1	5	
Skate Or Die 2	4	10	
Ski Or Die	8	24	
Skull & Crsbns	4	10	
Sky Kid	3	7	
Sky Shark	4	7	
Slalom	3	7	
Smash TV	4	18	
Snake Rattle	8	16	
Snakes Revenge	1	4	
Snoopys Sprts	12	22	
Snow Brothers	32	59	
Snow White*	22	39	
Soccer	4	7	
Solar Jetman	2	7	
Solitaire	22	39	
Solomans Key	3	8	
Solstice	3	7	
Space Marine*	22	36	
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Spdmn-Sm 6	24	44	
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Supr Off Road	10	19	
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Taboo 6th Sense	3	7	
Tag Tm Wrstlg	3	7	
Tagin Dragon	14	24	
Talespin	16	29	
Target Renegade	2	5	
Task Force Har	22	39	
Tecmo Baseball	3	7	
Tecmo Bowl	5	9	
Tecmo Bowl 2	14	39	
Tecmo Cup Socr	22	39	
Tecmo Nba Bb	24	42	
Tecmo Wrld Wrst	3	9	
Tecmo Wrld Wrstlng	8	14	
Teen MNT 2	12	19	
Teen MNT 3	22	42	
Tennis	4	9	
Terminator	22	39	
Terminator 2	12	24	
Terra Cresta	6	14	
Tetris	16	26	
Thms The Tank	22	39	
Three Stooges	6	14	
Thunderbirds	6	14	
Thundercade	4	10	
Thundr & Lstng	16	36	
Tiger Heli	2	9	
Tiles Of Fate	10	19	
Times Lord	2	7	
Times Of Lore	16	32	
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Toki	10	29	
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Tombs & Trsrs	8	19	
Toobin	14	29	
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Town & Rad	6	12	
Touchdwn Fvr	12	24	
Twr Of Radia	22	39	
Town & Ctry	2	5	
Town & Ctry 2	12	29	
Town Crdsrs	20	39	
Toys	22	39	
Track & Field	3	7	
Track & Fld 2	3	9	
Trsure Isl Dy	22	39	
Trsure Mstr	12	24	
Trck Shooting	8	19	
Trog	14	25	
Trojan	2	5	
Trolls	22	39	
Twins Cobra	6	14	
Twin Eagle	12	22	
Ultima 1 Exds	4	12	
Ultima 2 Qst	16	29	
Ultm 3 Wr Dst	34	59	
Ultmt Ar Cmbt	18	42	
Ultmt Bskbl	10	19	
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Wayne's Wrld	22	39	
Werewolf	4	8	
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Wheel Frtn Jr	14	29	
Whl Frtn Vana	28	48	
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Widget	22	39	
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Wings 2	22	39	
Winter Games	3	7	
Wizardry	12	19	
Wizardry 2	32	49	
Wzrd & Wrs	1	7	
Wzrd & Wrs 3	10	29	
Wolverine	18	34	
World Champ	10	26	
World Chmp Wr	8	16	
World Cl Trk	3	7	
Wrld Cup Socr	10	19	
World Games	4	14	
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WWF Stl Cage	16	36	
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Back Fair 3	22
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Batmn Revg Jkr	24
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Beast Wrestler	26
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Cal Ripken Bsbll	24
Cal ster '91	16
Cal ster Games	22
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Carmn Sdgo-Wld	26
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Chakan	26
Champ Bowling	26
Chase HQ 2	28
Chessmstr 2100	18
Chester Cheetah	24
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Chuck Chcks Boys	18
Chuck Rock	28
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Cool Spot	26
Cool World	24
Crack Down	14
Cross Fire	16
Crue Ball	30
Cyber Cop	22
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Cyborg Justice*	20
Dark Castle	14
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Deadly Moves	14
Death Duel	30
Decap Attack	26
Desert Strike	14
Devil sh	22
Dick Tracy	14
Dino and	22
Dinosaurs Here	26

We Pay You/We Sell Used

DJ Boy	$18
Dolphin	32
Dragon 2*	26
Dragon's Fury	32
Dynamite Duke	14
E-Swat	14
Earnest Evans	2
El Viento	10
Elemental Mstr	26
Elvin Hockey	30
Exmiter Hyfld	26
FX Mutants	26
Exile	24
F15 Strike Eagl	30
F19 Stealth Fter	26
F22 Interceptr	20
Family Feud	2
Fantasia	8
Fatal Fury	26
Fatal Rewind	10
Fatl Labyrnth	2
Ferrari Gp	26
Fighting Masters	26
Fina Zone	6
Fire Shark	2
Flashback	26
Flicky	22
Flintstones	24
Forgotn Worlds	14
G Loc	26
Gadget Twins	24
Gaires	29
Gain Ground	6
Galahad	22
Galaxy Force 2	4
Gemfire	24
George Frmn	10
Ghost Busters	22
Ghouls Ghosts	6
Gods	24
Golden Axe	16
Golden Axe 2	6
Golf	12
Granada	12
Granada 2*	4
Great Wld Srch	26
Greendog	8
Hn Ryan Expr*	26
Guardn Angels*	20
Gunship*	26
Hard Drivin	16
Hardball	12
Hardball 3	26
Haunting*	26
Haywire*	26
Heavy Nova	18
He Hire	14
Herzog Zwie	22
High Seas Hve*	26
Hit The Ice	26
Home Alone	24
Hook	26
Hooves Thunder*	26
Hurricanes	24
Immortal	32
Indians Jones	22
Indians Jns LC	28
Indy Heat	26
Insector X	2
Iron Helix	26
Ironman Q-B	26
James Bond 007	26
James Pond	12
James Pond 2	6
James Pond 3	24
Jennifr Cpts	26
Jeopardy	28
Jetsons	24
Jewel Master	14
Joe Mntna	10
Joe Mntna 2	10
Joe Mntna 3	16
John Madn	26
John Madn 92	10
John Madn 93	18
Joint Strike	26
Jordan Vs Bird	22
Junction	14
Jungle Strike*	26

We Pay You/We Sell Used

Ka Ge K	$14
Karate*	26
Kargen 2*	26
Kawasaks *	26
Keeper Of Gates	26
Kid Chameleon	24
King Salmon	26
King's Table	26
King/Monsters	26
Kings Bounty	18
Klax	18
Knights Flt	32
Lakers Celtics	16
Last Battle	10
Lemmings	32
LHX Atk Chpr	24
Lightning Force	18
Lit Mermaid	26
Lotus Turbo	26
Magic and Dazzy	26
Marble Madns	26
Mario Lemieux	26
Marvel Land	24
Master Mistrs	24
Mavrick 3/Go	24
Megalomnia	26
Menacer Game	14
Meres	16
Metal Fangs	24
Mich Jordn Mwk	8
Mick & Mack	28
Mickey & Dnld	34
Mickey Ms Cstl	34
Micro Machines	24
Midnight Rstnce	14
Mig-30*	26
Might & Magic	26
Might & Magic 3*	26
Mike Ditka Fbll	6
Monopoly	32
Mr Pacman	22
Muhammad Al	28
Mushs	16
Mutant Lg Fbbll	26
Mystic Defendr	10
Mystical Fghtr	24
NBA Str Chlng	24
NHL Hockey	16
NHLPA 93	28
Nbn Ryan Expr*	26
Olympic Gold	24
Onslaught	24
Out Of This Wld	26
Outlander	24
Outrun	24
P T O	26
Pacmania	32
Paperboy	24
Paperboy 2	26
Pat Rly Bsbll	12
PGA Tour Golf	30
PGA Tour Glf 2	18
Phant Star 2	18
Phant Star 3	24
Phant Star 4	26
Phelps	12
Pigskin Fthrs	26
Pirates! Gold	26
Pitfighter	24
Populous	8
Populous 2*	26
Power Monger	24
Powerball	20
Predator 2	24
Pro Am Racing	26
Pro Quarterbk	20
Quackshot	18
Quad Challenge	18
Race Drivin	26
Radical Racing	28
Raiden Trad	12
Rambo 3	14
Rampart	16
Run an Gaga 2	16
RBI Bsbll 3	28
RBI Bsbll 4	32
RBI Bsbll 93	26
Revenge Shnobi	10
Rings Of Power	22
Risky Woods	30

We Pay You/We Sell Used

Road Blasters	$20
Road Rash	24
Road Rash 2	32
Road Rsh 4WD	24
Rog Comm MVP	26
Rolling Thndr 2	30
Rolling Thndr 3	26
Roto To Rescue	24
Rommc 3 Kngs 2	32
Rommc 3 Kngs 3	26
Saigon	2
Saint Sword	10
Seven Cities	26
Shadow Beast	4
Shadow Beast 2	22
Shadow Blaster	24
Shadow Dancer	4
Shanghai 2	26
Shining Drkns	6
Shining Force	26
Shinobi 3	26
Shove It	25
Side Pocket	26
Simpsns B Nmre	26
Simpsns B SM	26
Slaughtr Sprt	24
Slime World	22
Soccer	1
Sol Deace	8
Solr Fghtr*	26
Sonic Hedghog	8
Sonic Hedghog 2	22
Sorcerian	28
Space Harrier 2	10
Space Invaders	18
Speedball 2	26
Speedway Chng	26
Spiderman	20
Splatter House 2	32
Sports Talk Bb	26
Star Control	18
Star Flight	18
Star Odyssey*	26
Star Trek:Nxt	16
Starflight	26
Starfox	32
Stormlord	4
Stormlord 2	26
Street Smart	22
Streets Rage	22
Strider	18
Strider 2	24
Summr Challng	26
Sunset Riders	24
Supermn	20
Supr Bsktbll	30
Supr Hang On	18
Supr Hi Impact	18
Supr Hydlide	6
Supr Monaco GP	18
Supr Monaco GP 2	24
Supr Off Road	24
Supr Smash TV	24
Supr Thndr Bld	16
Supr Wyhi	10
Supr Wrestlemnia*	20
Sword Sodan	6
Sword Vermilion	14
Sword Of Sod	12
Sylvestr & Twty	26
Tale Spin	24
Target Earth	8
Task Force Harrr	16
Tech Cmbt Trng	26
Tecmo Cup*	26
Tecmo Supr Bowl	26
Tecmo WC Socr*	28
Terminator	24
Terminator 2 Arc	34
Terminator 2-Jdg	34
Test Drive 2	30

We Pay You/We Sell Used

Thomas Tnk*	$26
Thunder Fox	8
Thunder Fox 2	10
Thunder Fre 3	12
Tiny Toons	26
TMNT-Hyprstn	32
Toe Jam & Earl	28
Toki Apc Spir	26
Tom Land Bsbll	16
Tony La Russa	28
Tony Dnnlsn's	24
Toys	26
Trample Terror	22
Trayaxa	32
Trouble Shoter	12
Truxton	22
Turrican	12
Tw n Cobra	16
Two Crude Dds	28
Tyrants	26
Ultma Qus	18
Ultmt Stuntman	26
Uncharted Wtr	32
Univrsl Soldier	14
Valis	26
Valis 3	14
Vampire Killer*	26
Vapor Trail	22
Wardner	8
Warpspeed	26
Warrior Rome	12
Warrior Rome 2	22
Wds Revnge	16
Whip Rush	10
Wh rlgs Gl War	14
Winter Challng	18
Wolf Child	24
Wonder Boy	24
Wrld Lthrnd Glf	26
World Trphy Scr	26
Wrath Of Gods*	26
WWF Supr Wrst	22
X-Men	32
Young Indy	22
Yo !	22
Zany Golf	12
Zombie High*	24
Zoom	12

***These games may not be released by the manufacturer.**

ACCESSORIES

Game Deck	$80
Accel Pad	12
Carry Case/Lg	12
Carry Case/Sm	6
Comp Pro	6
D p Cable	6
Ext Cord 6ft	4
Game Genie	34
Game Hacker	8
Megadrive Joypad	10
Menacer	20
Mini Joypad	4
Mini Joystk	8
Power Clutch	26
Quick Joy	14
Power Bs Cnvrtr	14
Tac 50 Joystk	10

We Pay You/We Sell Used

Act Racer	$18
Addams Family	30
Adv Island	16
Aero the Acro	32
Aidn 3	26
Alens/Predator	28
Amazing Tennis	24
Amer Gladiators	30
Aquatic Games	26
Arkista	30
Arcus Odyssey*	28
Asterix	26
B O B	28
Batmn Returns	26
Battle Blaze	26
Battle Grand Prix	28
Battle Maniacs*	28
Battlechsh(SS)	20
Bazooka Blue(SS)	28
Be Be s Kdz*	28
Best Of The Best	28
Big Run*	26
Bill Laimbeer	10
Blaze-On	30
Blues Brothers	26
Bomberzak*	24
Brainies*	26
Brawl Brothers	28
Bubsy*	28
Bu's Bazers	26
Cacoma Knight*	28
Cal Ripken Bsb	34
Cal ' Games 2	26
Captain Novolar*	26
Centrsdg-Time	28
Centrsdg Wrld	28
Centurion: Dfnd	24
Caveman N nja*	28
Chase HQ 2*	28
Chessmaster	28
Chester Cheetah	32
Chuck Rock	30
Clayfighter*	28
Clue	32
Color A Dinosr*	28
Combatribes	28
Congo's Caper*	28
Contra 3	34
Cool Spot*	28
Coo World	26
Crash N Burn	28
Curse Azure Bnd	28
Cyber Spin	26
Cybernator	28
D Force	18
Davis Cup Tnns	34
Death Vly Rally	30
Desert Strike	32
Dino Dini's Soc	30
Dino City	30
Dnkey Kng Cntry	30
Downwrds Warr	28
Dracula	28
Dragon's Lair	30
Drakxhen	26
Dream Probe	28
Drmn T's*	30
Dungeon Master*	28
Earth Dfnd Frc	26
Equinox*	30
Evn Strch/Edsn	28
Extra Innings	28
F1 ROC	28
F-29 Retaliator*	28
F-Zero	28
Fatball 2000	28
Falcon*	34
Family Dog	26
Fatal Fury	28
Felix The Cat	28
Final Fit Mst Qst	18
Final Fantasy 2	34
Final Fight	24
Final Fight 2*	28
Firepower 2000	28

We Pay You/We Sell Used

First Samurai*	$28
Football 2000*	28
Football Fury	26
Frnkn Stn's*	28
Gem Fire	26
Generals n 2*	28
Ginga Fictrman	22
Good	30
Gods	30
Golden Fighter*	28
Goof Troop*	28
Gradius 3	34
Great Battle*	26
Great Wa Srch	26
Guerilla War	28
Gunforce	26
Harlecs Adv	28
Hat Trck Hero*	28
Hvy Metal Assft*	28
Hermetica*	28
Hi The Ice	28
Hole In One	16
Home Alone	32
Home Alone 2	28
Hook	28
Humans	28
Hunt Red Oct(SS)	26
Hyper V-Ball	28
Ishido*	28
Imperium	28
Inndo	28
Jack Buck Gdf	24
Jaguar Racng*	28
Jarvis Brand Jr	26
Jelly Beam*	28
Jeopardy	32
Jimmy Connors	26
Joe & Mac	26
John Madn 92	14
John Madn 93	24
Kab ooey	26
Kawasaks Chlg	26
Kendo Rage*	28
Kick Master*	28
Kid Klown*	28
King Arthurs Wld	28
King Of Monstrs	30
Krusty Fun	22
Lagoon	22
Lambrgnh Chall*	28
Lemmings	24
Lemus*	28
Lethal Weapon 3	24
Liberator*	28
Lost Vikings	26
Magic Sword	30
Mag Gic-Mickey	30
Mario Is Missing*	28
Mario Kart	34
Mario Paint	22
Mech Warrior	24
Mega Bomberman	28
Metal Jacket	28
Metal Masters	26
Mick & Mack*	28
Might & Magic 2	30
Might & Magic 3	28
Mig-29	28
Mushs	26
MVP Football	28
Mystical Ninja	22
NBA Supr All Str	30
NCAA Bsktbll	30
NHLPA 93	32
Noah's Ark 2*	28
Nolan Ryn Bsbll	24
On The Ball	30
Out Of Wrld	30
Outlander	26
Overlord	28
P T O	28
Panic Restaur*	28
Paperboy 2	24
Pebble Beach	26
PGA Tour Golf	36
Phalanx	22

We Pay You/We Sell Used

Pigskin Fthrwl	$28
Pilot Wings	22
Pit fghter	30
Power Movs	28
Pocky & Rocky*	28
Populous	32
Power Movers	30
Prince Persia	32
Pro Quarterbk	22
Psychic Hunt	28
Pss Over	30
Q Bert	26
Race Drivin	22
Radan Flyer	24
Rampart	28
RR Tycoon*	28
Rampart	24
Rap Attack*	28
Rap City*	28
Rap Quest*	26
Rebels/Jedi*	28
Rival Turf	30
Rival Turf 2	26
Road Rsct 4WD	26
Robo Cop 3	24
Rocketeer	24
Rock/Roll Rac*	28
Rocketeer	18
Rocky/Bullwnkl	28
Rocky Rodent*	28
Rog Clmns Bsbl	28
Rom 1 Kngdm 2	34
Rom 3 Kngdm 3	28
Rpm Racing	28
Rue Saboteur*	28
Saturdy Nght Fvr*	28
Scrch Ultra Pro*	28
Shadowrun	26
Shanghai 2	26
Silva Saga	26
Sim Ant*	28
Sim City	32
Sim Earth*	28
Smpsns B Nm	36
Sknts Game	32
Skidzpot	30
Kng Arthurs Wld	28
Soulblazer	30
Space Fthr	22
Space Megaforce	30
Spanky s Quest	28
Special Frc Stor	40
Spelicraft	26
Spdrmn/X-Men	34
Spindizzy*	28
Star Battle*	28
Star Fox	34
Star Wars	36
Street Combat	28
Street Fight 2	44
Strike Gunner	28
Superman	28
Supr Bsebll 2020	28
Supr Bsebl Sim	20
Supr Bases Loed	18
Supr Batl Up	28
Supr Battlesins	24
Supr Battletrads	26
Supr Bs Ball 2	34
Supr Bowl Eg	34
Supr Bowl Bros	28
Supr Caesars	28
Supr Conflict	28
Supr Dbl Dragon	30
Supr Dbl Dribble*	28
Supr Fight Smfir*	28
Supr Ghouls n	22
Supr High Impct	26
Supr James Pond	28
Supr Mario Wld	12
Supr NBA Bsbll	28
Supr Nova	28
Supr Ninja Boy*	28
Supr Off Road	28
Supr Soccer*	28
Supr Play Act Pbl	2
Supr Pwr Prch	28

We Pay You/We Sell Used

Supr R Type	$12
Spr Scp Gm(6in1)	8
Supr Slam Dunk	26
Supr Slap Shot	26
Supr Smash TV	20
Supr Soccer	26
Supr Star Force	30
Spr Snc Blstnr	26
Supr Strike Eagle	28
Supr Tennis	2
Supr Trol Land*	28
Supr Turrican	28
Supr Valis 4	28
Supr Widget	26
Surrender	26
Syd of Valis*	28
Tazmania	26
Tec NINJ 4	34
Terror 2 Arcade	26
Terror 2 Jdg Dy	26
Terror rator	26
Test Drive 2	32
Thndr Spirits	6
Thomas Tank*	28
Time Zone*	28
Time Traxx/Bstr	24
TKO Boxing	30
Tom & Jerry	24
Tor Cor	36
Top Gear 2*	28
Tox r Crdzn*	28
Trax	14
Troddlers*	28
Trk Fighter	28
Ultma Fhtr Pnpit	22
Ultimate Fighter*	28
Unchnsos	34
Utraman	26
Un Squadron	24
Uninhabited Waters	28
Universal Sldr	28
Utopia	28
Vegas Dreams 2*	28
Vegas Stakes*	28
Vedeo Kid*	28
Vindaler C C	26
Warpspeed	30
Wayne Wrld	34
Wheel Fortune	30
Wheelie	26
Wing Commndr	30
Wngs 2-Aces Hi	30
Wizard Of Oz*	28
Wizardry V*	28
Wolf Child	28
Wordtris	28
World Lg Soccer	24
Wrestlemania	24
WWF Rvl Rmble	28
X-Zone	26
Xardion	30
Yoshi's Cookie	28
Y s 3	10
Ze da 3	26

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ACCESSORIES

Game Deck	$82
Accl Pads	12
Carry Case	10
Champ Joystk	40
Comp Pro Joystk	22
Convrtr-Genie	12
Ext Cords/D	6
Game Genie	34
Game Holder	3
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Misc Joystk	14
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Supr Adv Joystk	22
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GAME GEAR PROREVIEW

By Mister Blister

Fans of Streets of Rage for the Genesis already know what's in store in this faithful adaptation for the Game Gear. Although it's scaled down to fit an 8-bit environment, none of the intense action or the hard-knuckled challenge was compromised.

Street Fightin'

Things aren't going well in the city. All semblance of authority has crumbled under the oppressive weight of the Syndicate – a powerful crime organization that controls everything, including the mayor and the cops. Only two police officers, Axel Stone and Blaze Fielding, resisted the temptation of corruption. Both officers are skilled masters of hand-to-hand combat, but will that be enough against a city full of vicious thugs?

Either way, you've got a winner!

Game ProFile (Game Gear)

Although clearly scaled down, this miniaturized version of Streets of Rage is extremely faithful in game play, graphics, and challenge to its 16-bit predecessor. No surprises here, just nonstop, thumb-jamming, in-your-face action!

Streets of Rage by Sega

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.5	4.5	ADJ.

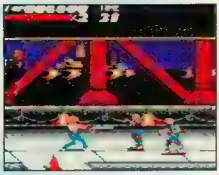
Adjustable

Price not available
4 megs
Available now

Beat-em-up
Two players
Continues

Five huge side-scrolling levels await you in this one- or two-player game. The rules are simple: Use your character's fighting skills to knock out every gangster. You start with three lives, and there are three continues – finito. No passwords and no excuses. Fortunately, there's an abundance of power-ups, weapons, and bonus items hidden throughout each level.

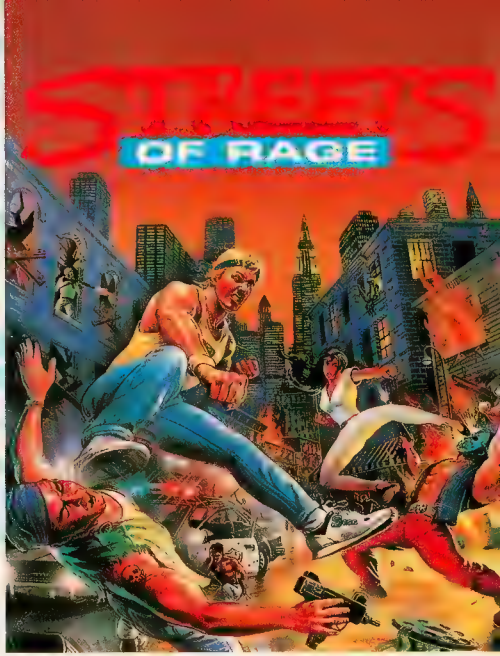
PROTIP: Smash open various stationary objects located at the bottom of the screen to reveal hidden power-ups.



PROTIP: Find the crowbar hidden within the phone booths. This weapon has the most force and the greatest striking distance.

PROTIP: You can only carry one weapon at a time. You must discard a current weapon to pick up a new one. Discarded weapons are gone for good.

Your riotous rumble takes you across the city in search of the Syndicate's HQ. Before you hit pay dirt, you must survive treks through the Downtown Streets, the City Bridge, ships in the harbor, and a factory. Wave after wave of nasties hinder your progress, including thugs, bikers, ninjas, and whip-crackin' leather dominatrices!



PROTIP: Use Jump Kicks to knock down one or more enemies.

PROTIP: Keep enemies on one side of you.

PROTIP: Throw one enemy into another to take 'em both down.

PROTIP: If an enemy grabs you from behind, flip him into his buddies.

PROTIP: Enemies tend to move in clusters. Knock them down as a unit before taking them one-on-one.

At the end of each level, a super-strong boss makes your life miserable. Every boss requires a specific strategy. Erase his life bar before he erases yours!

PROTIP: The Level 1 Boss throws his boomerang directly at you. Move up or down to dodge it. Attack him after he catches his boomerang and before he rears back to throw it again.

PROTIP: Attack the Level 2 flamethrower boss from behind.

OutRAGEous!

Streets of Rage is nonstop, finger-pumping action – definitely the hottest street brawl for the Game Gear to date. Fans of Streets of Rage for the Genesis won't be disappointed by this portable version. Sharp graphics, smooth animation, and intense challenge guarantee this cart will be all the rage! G

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3rd	Patrick Inglesby

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1st	Erik Herman
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GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.

By The Lab Rat

This month's hardware roundup includes fired-up six-button joysticks and joypads from Sega, Capcom, and ASCIIware. These releases will be just in time for (you guessed it) Street Fighter II: Champion Edition for the Genesis. Also featured are new action accessories from Naki and news concerning the peripheral lineup for the rest of the year.

Jammin' Joysticks

Palm-top programmability is now available with the SN Program Pad by STD. Among this pad's features are an LED programming screen, and the ability to program your favorite moves and store them via the pad's three action buttons. There are two program areas that can hold up to three commands or sets of commands each, for a total of six different commands.

For example, you can store Ken's Dragon Punch on one button, the fireball move on another button, and your favorite combo on the third. When you want to activate one of these killer moves, you simply press one button, and the move executes beautifully. STD will release a slightly different version of this pad with 28 preprogrammed moves for your two favorite fighting games, Street Fighter II and Fatal Fury.

Also in this month's roundup is the Capcom Fighter Power Stick for the Genesis. Similar to the SNES FPS (see Hardware Helpers, October '92), this six-button controller enables Genesis players to duplicate all their favorite Street Fighter II moves. The Fighter Power Stick also features an eight-way directional joystick and three rapid-fire turbo buttons. The base is designed to give players an arcade feel, and the joy stick is switchable from 8-way to 4-way directional control.

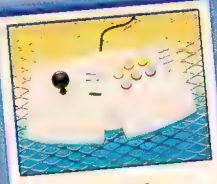
The big news this month is the Sega Six-Button Arcade Pad for the Genesis. This power pad features all the necessary buttons to whip through the World Warriors in Street Fighter II: Champion Edition. For those of you who don't want to toggle back and forth on the standard three-button controller, this is the ticket.

The punch buttons are located right above the kick buttons, so you won't have to feel around the top of the controller for the Fierce Punch and Fierce Kick like you did with the SNES controller. The pad is an eight-way directional swivel pad

Continued on page 138.

SN Program Pad

Type: Programmable Joypad
System: Super Nintendo
Buttons: 15 buttons altogether: 8 standard Super NES buttons (including Select and Start), 3 programmable action buttons, Slow, Auto, Mode, and Set (for programming)
Features: The pad actually learns moves in real-time, so any complicated maneuver can be whittled down to one button press. See-through plastic housing is sturdy.
Price: $39.95
Available: July
Contact: STD, 410/785-5661



The Fighter Power Stick

Type: Joystick
System: Genesis
Buttons: 13 buttons include 6 standard setup SFII buttons, 3 turbo buttons, a turbo Hold Off button, Start, Select (mode) and 4/8-way direction switch
Features: A new look, a new feel, and a new system for this Capcom product will give you the power you need to thoroughly thrash SFII for the Genesis.
Price: $75–80
Available: June
Contact: Capcom, 408/727-0400

The Sega 6-Button Arcade Pad

Type: Joypad
System: Genesis
Buttons: 8 buttons, including 6 action buttons, Mode, and Start
Features: The ease and ergonomic functionality of the Sega 6-Button controller will make it a fave among Street Fighters.
Price: $19.99
Available: June
Contact: Sega of America, 415/508-2800

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Continued from page 136.

and, unlike the standard Genesis controller, the pad is raised and centered away from the main housing. This gives the six-button controller a very loose feel, but the resulting game play is still tight and in sync with the movements of the on-screen characters.

Newsworthy

Ascii 6-Button Controller

ASCIIware has announced plans to market its own six-button Sega controller. The news here is that Ascii plans to design it along the lines of the SNES controller, with buttons along the top edge of the unit. The controller will feature Turbo, Auto Turbo, Slo Mo, and more. Look for it at the end of July.

Power Plays

Not too long ago, boring car trips were the foremost cause of family breakups. Then came portable video game systems, and light was seen at the end of the tunnel. Problem was, most times your batteries would go out on you at an extremely crucial moment, like when your sister was trying to talk to you. Now Naki's come up with the Car Power adaptor, a special battery adaptor that plugs into any standard lighter outlet. The unit's special four-way jack can power up your Game Boy, Game Gear, Lynx, or Turbo Express. Now there won't be any more worrying about whether you've brought the right adaptor for the right portable. Keep a Car Power in your glove compartment, and get a book for your sister.

Car Power

Type: Power Adaptor
System: Game Boy, Game Gear, Lynx, and Turbo Express
Features: Universal power supply to user in your car. It can charge up every portable system you own. Mom and Dad won't have to stop for batteries once.
Price: $9.99
Available: Now
Contact: Naki, 310/556-9757 or 800/626-NAKI

Action Accessories

Naki has introduced Cool Screens for the Game Boy. These screen overlays feature a variety of designs, including sports figures, monsters, military figures, and head-tripping colors. The self-adhesive overlays attach to the front of the Game Boy unit, with an open space for the screen, and a smaller open space for the battery indicator light. There'll be no argument about which Game Boy's yours with these mondo personalized screens.

Cool Screens

Type: Accessory
System: Game Boy
Features: Every pack has 5 screens, so you can customize your Game Boy and separate yourself from the pack.
Price: $5.99
Available: Now
Contact: Naki, 310/556-9757 or 800/626-NAKI

Newsworthy

Game Wizard

Our contacts at Innovation have informed us that they're still coming along with the Game Wizard (formerly the Pro Action Replay). Apparently, there will be some difference in the code input information, but Innovation assures us that they will be including the breakdown formula for previous codes. What does this mean to you? It means that you'll be able to use old Pro Action Replay codes on the new unit. We'll keep you informed on this one.

Misprint

We wrecked an address in our May issue for G & C Joystick. The correct address is:

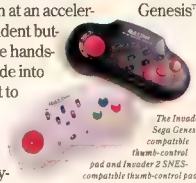
G&C Joystick
P.O. Box 848
Paramount CA 90723

We apologize.

The Invader thumb control pad is engineered to meet your need for speed.

It's got turbo firing, so you can blast your way through the action at an accelerated rate. And with independent button control, you can auto fire hands-free at the same time. Or slide into slow motion when you want to take a breather.

No matter what your "hot buttons" are, the Invader will match your playing style. And it's color-coded to match your favorite game system, too. Choose Invader 2 for the Super NES® or Invader 3 for Sega Genesis™ systems.



The Invader 3 Sega Genesis-compatible thumb-control pad and Invader 2 SNES-compatible thumb-control pad

The Invader is a new member of the QuickShot controller team—a complete line-up of high-quality joysticks, arcade-style controllers, and thumb-control pads for the most popular videogame systems.

You'll find QuickShot wherever videogame products are sold…and in the hands of value-wise gamers like you.

QuickShot Technology, Inc. A Member of Tomei Group. 47473 Seabridge Drive, Fremont, CA 94538

QuickShot

It's how you play the game.

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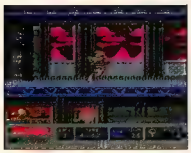
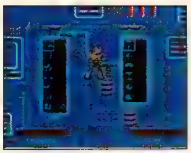
THUMB PEOPLE WON'T TAKE SLOW FOR AN ANSWER.

SHORT PROSHOTS

Genesis

The Adventures of B.O.B.
(Electronic Arts)



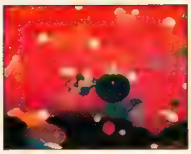


B.O.B.'s a teenage android with a big problem. He's crashed his father's car into an asteroid and landed on an unfriendly planet called Goth. Now this mechanical adolescent must roam through more than 45 multi-scrolling levels of one-player action and adventure in search of a new set of wheels. Comical graphics highlight the action as you help B.O.B. try to score a car in time to make it to his blind date.

Available September

Bart's Nightmare
(Acclaim)

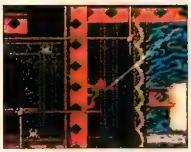
Bad boy Bart's back, and it's a real nightmare. The Bartmeister's lost his homework, and your task will be to help him find the missing pages. Your

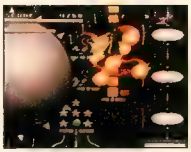


romp through Bart's nightmares will include some very strange adventures, such as a visit to Itchy and Scratchy's house, and an odd battle between Bartzilla and Mothra. Don't have a cow, man! This one-player action/adventure title is the same as the SNES version.

Available Summer '93

Spider-Man/X-Men: Arcade's Revenge
(Acclaim)

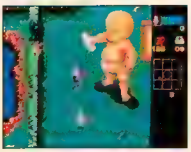


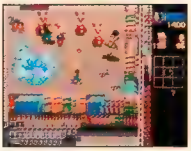


Marvel Comic's licensed its superstar superheros to Acclaim for this Genesis version of last year's SNES cart. The action and adventure are anything but comical, though, as you control Cyclops, Storm, Wolverine, Gambit, and Spider-Man in a multi-scrolling battle against their archenemy, Arcade. In this web-spinning, one-player game, Arcade's built an evil amusement park that would test the abilities of any superhero.

Available Summer '93

Zombies Ate My Neighbors (Konami)



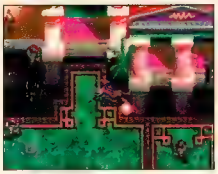


You think you got problems?! A bunch of B-movie creatures – Zombies, Frankenstein, a Werewolf, and others – are invading a suburban neighborhood. Armed with Silverware, Squirt Guns, Bug Spray, a Weed Eater, and other neighborhood accessories, you'll have to clear the 'burbs of all 20 types of creeps. In this one-player, 55-level action/adventure game, you're protecting the likes of cheerleaders, backyard barbequers, mall shoppers, and other suburbanites.

Available September

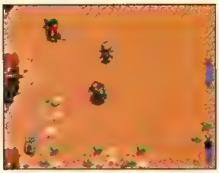
Genesis

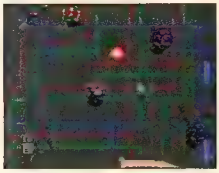
Technoclash
(Electronic Arts)



As Ronaan, an intrepid wizard and warrior, venture into a one-player, overhead-view shooter against Engine Man, a terminator-type creation of the Technolords. Fight with nine different combat spells and four noncombat spells. Choose between two different bodyguards, who'll guard your butt in a seven-level search through the Inner Realm.

Available July





Sega CD

Ecco the Dolphin (Sega)

Ecco's well on his way to becoming the most well-known dolphin since Flipper. In his first adventure for the Sega CD you'll have a sense of *déjà vu*, because this one-player title looks exactly like the Genesis version. In fact, the story line is the same, although the disc floats several levels not found in its predecessor. Coolest of all, Ecco is surrounded by an

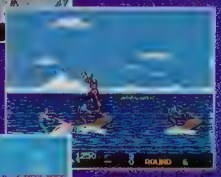
Continued on page 142.

WE'LL BLOW YOU AWAY!

Blast your way through legions of terrorists!

Take a ride on the wild side!

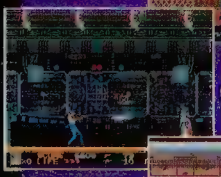
Break out the heavy weapons!



Ride the rapids!

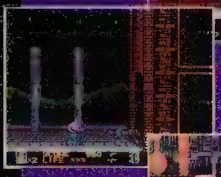
Hunt down terrorists in exotic locations!

Shoot or be shot!



Meet weird green guys and shoot them!

Fly first class!



Annihilate robot watch dogs!

Explore vast underground bases!

Rolling **T**hunder **3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!

namco
The Game Creator™

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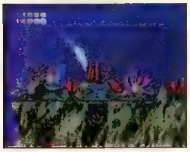
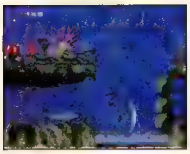
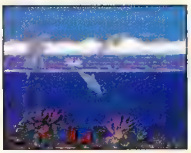
Continued from page 140.





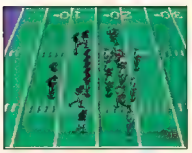


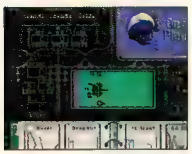
all-new soundtrack, featuring sophisticated effects and tunes created in Q-Sound.

Available now

Super NES

NFL Football (Konami)

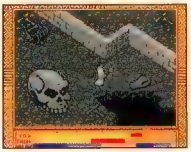


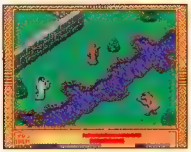


Konami's long-awaited NFL Football cart is finally ready to kick off. This two-player game features all 28 NFL teams and two different play modes – Exhibition and Play-Off. Other gridiron options include Standard and Team Playbooks, adjustable-length quarters, varying weather conditions, indoor and outdoor stadiums, and an unusual view that lends realism to the bone-crunching action.

Available Summer '93

Spellcraft (Ascii Entertainment)





Prepare to make magic with Spellcraft, a one-player, fantasy-based action/RPG with game play similar to The Immortal, including real-time combat action. As you journey through the land's four domains, you'll search for the ingredients and clues you'll need to conjure up magic spells to aid your attempt to vanquish the evil Lord Wizards.

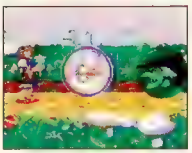
Available September

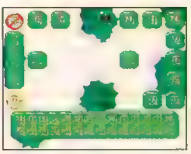
Top Gear 2 (Kemco)

Racers, start your engines! This sequel to last year's surprise racing hit will feature eight megs of head-to-head car racing action (that's four more megs than the original). The two-player option will sport a split-screen view, while solo racers get the full screen. New options include more cars to choose from, changing weather (both rain and snow), and some nasty crosstown traffic. Vrooom!

Available September

Wizard of Oz (Seta)





Click your heels three times and prepare to skip down the yellow brick road. In this side-scrolling, one-player game, you alternately play as Dorothy, the Scarecrow, the Tin Man, and the Lion. The combination action/adventure/puzzle game play is loosely based on the *Wizard of Oz* story line, and features such memorable movie tunes as "Somewhere Over the Rainbow."

Available September

Game Boy

Raging Fighter (Konami)

Here's Konami's pocket-sized Street Fighter II-style cart – a raging head-to-head beat-em-up set in the future. Play as one of seven fighters, some with up to 40 moves. During four different modes of play you'll go head-to-head against the CPU or another player, battle through three-round matches in the Tournament mode, or control three different fighters in the Story mode.

Available June

Continued on page 144.

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Look for soon...

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$44 Strider II
$43 T2 Judgement Day

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$43 Cobra Command
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$56 American Gladiators
$50 Bart's Nightmare
$44 Baseball Simu. 1000
$52 Batman Returns
$46 Battle Blaze
$31 Battle Clash
$50 Best of the Best
$49 B.O.B.
$56 Bubsy
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$50 Dino City
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$55 Double Dragon
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$55 Fatal Fury
$51 Final Fight
$49 First Samurai
$50 Foreman's Boxing
$45 Ghouls-N-Ghost
$50 Gunforce
$48 Harley's Humongous Adv.
$49 Hit the Ice
$50 Home Alone
$50 Hook
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$49 Power (Deadly) Moves
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$50 Rival Turf
$39 Rocketeer
$40 Shanghai II
$58 Sim Earth
$39 Skulljagger
$52 Soulblazer
$48 Space Megaforce
$49 Spanky's Quest
$50 Spiderman / X Men
$49 Spin Dizzy Worlds
$53 Starfox
$50 Street Combat
$59 Street Fighter II
$50 Super Adv. Island
$54 Super Combatribes
$50 Super Conflict
$46 Super Goal
$50 Super High Combat
$48 Super Mario Kart
$50 Super NBA All Stars
$47 Super Ninja Boy
$46 Super Soccer Champ
$49 Super Sonic Blastman
$52 Super Star Wars
$52 Super Strike Eagle
$44 Super Turrican
$50 Super Widget
$50 Super Wrestlemania
$50 Syvalilion
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$48 Tom & Jerry
$49 Toys
$51 Utopia
$54 Wayne's World
$48 Wheel of Fortune
$54 Where In Time is C.S.
$54 Wing Commander
$47 Wings II
$50 Wolf Child
$43 Word Tris
$60 WWF II Royal Rumble

Look for soon...

$50 Battle Toads
$51 Black Bass Fishing
$44 Cocoma Knights
$55 E.V.O.
$50 Family Dog
$39 Great Waldo Search
$50 Kawasaki Carb. Chal.
$50 Mario is Missing
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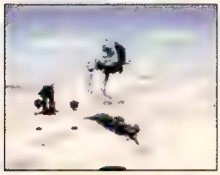
Continued from page 142.

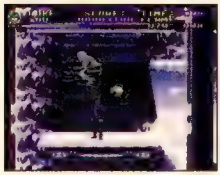
Super NES

Super Empire Strikes Back (LucasArts)

Luke's battle against the Empire continues as he studies with Yoda and confronts Vader. This 12-meg cart is 50 percent larger than its Super Star Wars predecessor. It will take advantage of the Super Nintendo's innovative technology, including Mode 7 with vertical control (sequences over hilly terrain) as well as horizontal control. Check out these early screen shots from this sequel to the the blockbuster game, Super Star Wars. May the Force be with you!

Available November





Late-Breaking News

Genesis

Brett Hull Hockey (Accolade)

Hit the ice with hockey master Bret Hull as your teammate in this two-player hockey cart. With a ¾ overhead view of the ice and the digitized skaters, nail a slap shot as you compete against a field of teams using real city names. Play modes will include a full 84-game season, Exhibition, Short Season, and Play-Off competitions.

Available September

Haunting Starring Polterguy (Electronic Arts)

In this spirited cart, you'll play a ghost who's trying to scare the evil, nasty, crude Sardini family out of house and home, *your* home to be exact. Use your poltergeist powers to make everyday objects do spooky things in this ¾ overhead-view action game.

Available September

Joe & Mac (Takara)

Ugh! Awesome cave dudes, Joe and Mac, are bashing their way onto the Genesis. The unevolved duo have made a career out of starring in prehistoric action/adventure games on just about every video game system.

Available Fall '93

Super 2020 Baseball (Electronic Arts)

In this futuristic sports cart, players take to the field in the year 2020 with bionically enhanced abilities. The game play is arcade style, and the rules are a little different in this heavy-metal version of America's national pastime. For instance, you can catch balls that richochet off the stadium's walls.

Available September

Super NES

Art of Fighting (Takara)

Last year's hot Neo•Geo game, Art of Fighting, will battle its way to the Super NES this fall. Cramming that 106-meg game onto a SNES cart's gonna be an interesting challenge!

Available October

Cacoma Knight in Bizyland (Seta)

This unusual puzzle/adventure will have seven stages and a total of 21 rounds. One or two players will compete or cooperate as any of three characters. Their quest? To use Magic Chalk to circle and save sections of their land, which has been enchanted by an evil Queen.

Available June

F1 Roc II (Seta)

This sequel is the first game to use Seta's new high-speed DSP racing chip. Seta promises that this will make it the most realistic racing game to date, with 32 tracks, new cars, super high speeds, and multiple different one- and two-player competition modes.

Available '94

World Heroes (Sunsoft)

Art of Fighting isn't the only Neo•Geo hit coming to the SNES. Look for World Heroes to make its SNES debut this fall. Two players can go head-to-head in this 16-meg fighting game in which players from different eras in history battle to be the World Hero.

Available Fall '93

Nintendo

Chip 'n' Dale: The Rescue Rangers II (Capcom)

Those excruciatingly polite rodents, Disney's Chip 'n Dale, are teaming up in a sequel to their original NES title.

Available Fall '93

Mega Man VI (Capcom)

The Megster is making mucho madness one more time. Mega Man's the king of video game sequels, and this one's sure to include new and different robots, as well as another clash with Doc Wiley.

Available Fall '93

Game Gear

Tom & Jerry (Sega)

Prepare for an action/adventure game of cat and mouse with these cartoon clowns.

Available Summer '93

Can picking up the August issue of GamePro magazine change your life?

See, here's Joel before picking up August's GamePro magazine at Blockbuster video. Notice the dull, glazed-over look in his eyes and the remarkable resemblance to some grungy old jelly donut.

And here's Joel after snagging the August GamePro. He's a new dude! It must've had something to do with Blockbuster and GamePro's Super Boys Of Summer Baseball Sweepstakes . . . with the Florida Marlins. Guess the only way to know for sure is to stop by Blockbuster, get the current GamePro and check it out yourself.

Look for a cool new Team Blockbuster™ game card in August's GamePro.

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GAMEPRO

S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Game Boy

Prince of Persia

Passwords

Here are codes that'll get you straight to Jaffar, or any other Prince of Persia level you'd like:

Level 2:	06769075
Level 3:	28611065
Level 4:	92117015
Level 5:	87019105
Level 6/7:	58310135
Level 8:	70914195
Level 9:	68813685
Level 10:	01414654
Level 11:	32710744
Level 12:	26614774
Jaffar:	98119464
Ending:	89012414

Josh Eddlemon, League City, TX

Genesis

Batman: Revenge of the Joker

The Ultimate Password

Here are passwords that enable you to tackle any stage in Batman: Revenge of the Joker. First, **key in the password: 5257.** After you've entered this code, a row of six mushroom-like objects appear across the bottom of the screen. To go to any stage in the game, just key in one of the following passcodes:

Stage 1-1:	1100
Stage 2-1:	1200
Stage 1 Boss:	1300
Stage 2-1:	2100
Stage 2-2:	2200
Stage 3-1:	3100
Stage 3-2:	3200
Stage 3 Boss:	3300
Stage 4-1:	4100
Stage 4-2:	4200
Stage 4 Boss:	4300
Stage 5-1:	5100
Stage 5-2:	5200
Stage 6-1:	6100
Stage 6-2:	6200
Stage 6 Boss:	6300
Stage 7-1:	7100

Final bout with the Joker: 7200

Genesis

Streets of Rage

Infinite Life and More

Check out this Streets of Rage code. It zaps you to a secret Options screen that enables you to choose stages and more. First, go to the Option screen and choose Sound Test 11. Then, go to the Level option and press Buttons 1 and 2 simultaneously. A special Option screen will appear that enables you to choose any stage and turn your damage on or off.

Philipe Belgnolle, Bethesda, MD

Genesis

Lotus Turbo Challenge

Passwords

Here are some revved up passwords for Lotus Turbo Challenge:

Track 2: **Sleepers**
Track 3: **Herbert**
Track 4: **Business**
Track 5: **ApplePie**
Track 6: **Standish**
Track 7: **Mallow**
Track 8: **Tea Cup**

Richard Ramole, Davison, MI

Super NES

Tiny Toon Adventures: Buster Busts Loose

Passwords

They're tiny, they're toony, they're absolutely looney with these passwords for the entire game:

Level 2: **Little Beeper, Montana Max, Elmira**

Level 3: **Gogo, Shirley the Loon, Sweety**

Level 4: **Bookworm, Plucky, Babs**

Level 5: **Montana Max, Babs, Sweety**

Buster Bunny, Toontown, USA

Game Gear

Sonic The Hedgehog 2

Zone Select

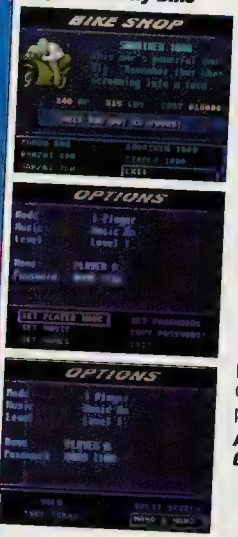
This one's not easy to pull off, but it lets you choose your Zone in this tough game. Wait until the Sega logo appears, then simultaneously press Down/Left, and Buttons 1 and 2. Continue to hold all these buttons, and wait until the title screen appears. Watch Tails blink. During the third blink, press Start while his eye is shut. If you've timed this correctly, a Zone-select screen will appear. Use Up and Down on your control pad to choose a Zone, and press Start to begin.

Billy Rample, Seattle, WA

Genesis

Road Rash 2

Begin with any Bike



Here's a trick that lets you begin with any Road Rash bike you like. Begin your game and go to the Options screen. Choose Set Player mode, and select Mano a Mano at any level. Then, exit and go to the Bike Shop. Choose any bike you'd like. Return to the Options screen and pick Set Player mode again. Next, choose the type of game you want. Select Take Turns and copy the password. Use the password to race with the bike you've chosen! When it's player two's turn, they can choose their bike with the same procedure.

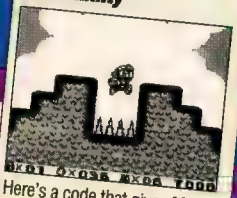
Allan Cameron
Gravenhurst, Canada

GAME GENIE

Game Boy

Super Mario Land 2

Invincibility



Here's a code that gives Mario invincibilty: **001-A9C-449**

Sega CD

Road Avenger

Super Code

Here's a trick that enables you to select stages and enter a debug and demo mode in Road Avenger. When the title screen appears, press Start. When the Game Start/Options screen appears, press Up on Controller One. When the Options mode screen appears, put the cursor on the Players option. To access the Stage Select, press Button A six times at the Players option, then exit the Options mode.

When you begin your game, a stage select screen will appear. Use Right on your control pad to change the stage number. **To enter the Debug mode, press Button C five times during the Players option.** When your game begins, **simultaneously press Buttons A, B, and C.** The Debug mode will appear. **To enter the Demo mode, press Button A five times and Button B once during the Players option.** When your game begins, you can kick back and watch the demo!

Gino Larzaro, Cleveland, OH

Duo

Shape Shifter

See the Ending

To see Shape Shifter's ending the easy way, **wait until the title screen appears, then press and hold Select and Button I. Next, press the directional pad in a counter-clockwise circular motion.** Eventually, the ending sequence will kick in!

Sam Parmley, Seattle, WA

S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Sega CD

Marky Mark: Make Your Own Music Video

Strange Scene

There's a very strange scene in Marky Mark's Make Your Own Music Video. To check it out, **enter the game, then simultaneously press and hold Buttons A and C. Press Start to go to the U-Direct mode. Next, press Buttons A, B, C, then Right.** You'll see Marky laughing with a bunch of girls. While this is happening, press Start to go to an even weirder screen!

Bruno Mathias, Pompano Beach, FL

Super NES

Cal Ripken Baseball

Super Cal

Use this code to turn your entire team into Cal Ripkens. First, **select any team. Then, simultaneously push L, R, and Start.** Now, every player on the team you choose will be Cal Ripken.

Michael Chatman, Richmond, CA

Sega CD

Kris Kross

Sneak Peek

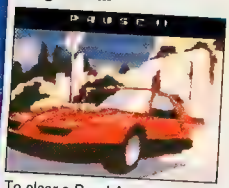
To check out a little behind-the-scenes Kriss Kross action, **wait until the caller screen appears, then press Buttons A, B, C, and then Right.** You can view some scenes of the making of the Make Your Own Video game. Hit Start to view different scenes.

Larry Fletcher, Dallas, TX

Sega CD

Road Avenger

Stage Clear



To clear a Road Avenger stage the easy way, you must first activate the game's Pause function. Press Start to access the Game Start/Options mode screen. Press Up on Controller One to highlight the Options Mode. When the Options screen appears, use your cursor to highlight the Players option. **To gain a Pause function in the game, press Button A four times and Button B once.**

When your game begins, you simply press Start to pause. After you activate the Pause function, exit the Options screen. Press Up again to highlight the Options mode. Select the Players option, then press Button A four times, Button B once, and Button A one more time. Begin your game. If you want to clear a stage, press Start to pause, then hit Button C to clear the stage.

Wes Mason Amherst, MA

[redacted]

Power Moves

Passwords

These Power Moves codes give Joe full speed, jump strength, defense, life, and they enable him to fight Ranker. The password for the one-player mode is:

QT: +XTO MQ7

The password for Bonus Room 1:

CC5 P92G K

The password for Bonus Room 2:

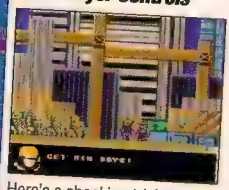
K:6 HJ&H F17

Jason Lang, Vancouver, WA

Duo

Shockman

Two-Player Controls



Here's a shocking trick for this Duo cart. Wait until the title screen appears, and then press Run. When the Player Select screen appears, choose Two Players and then press Button I two times. Now you can play both characters at the same time with one controller.

You can also use this trick to skip levels. After you've completed the trick, begin a regular game. While you're playing, hold down Button II until you start to glow. When you release the button, instead of firing a big blast, you'll turn into a fireball and soar to the end of the level you're on.

Knoah Plasek, Stamford, CT

Genesis

Pigskin Footbrawl

Sound Test

To hear Pigskin's gruesome sounds, wait until the title screen appears, then **simultaneously press Buttons A, B, and C on Controller 1. Then press Start on the Options screen.**

Robert Barton, Charlotte, NC

Genesis

PGA Tour Golf

Hole in One

Here's a code that lets you nail a hole in one with every shot. You can shoot as many times as you'd like, but you always stay on stroke one: **FFD0F 70000** and **FF4A1-90001**

Jonathan Walker, Anderson, SC

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ProNews

Aladdin Arises for the Genesis

Disney Software, **Sega of America**, and **Virgin Games** have rubbed the Magic Lamp together to conjure up a video game based on *Aladdin*, the hit animated movie from **Walt Disney Studios**. Disney's Aladdin for the Genesis is due out in October.

For the first time ever, Disney animators are creating original animation for a video game. Many members of the 10-person animation crew worked on the flick. Paul Curassi, production executive of Disney Studios' Animation Services, believes they "can add all the little effects that bring a character to life, such as poses, subtleties of timing and emotion, to create an effect level just like that in feature films, but unlike anything ever seen in a video game."

Disney Software Producer Patrick Gilmore (left) discusses game play of the Sega Genesis version of Disney's Aladdin with Virgin Games Animation artist Mike Dietz (right).

Sega's clamped a tight lid on game info, but Disney's Aladdin cart will pack 16 megs of action, animation, and comedy. In addition to recreating the original characters of the film, including our hero Aladdin, the evil Jaffar, and Abu the monkey, the Disney team is bringing new characters to the game. According to Sega, some stages will take place in the mystical city of Agrabah, Aladdin's home town. But what would a game based on *Aladdin* be without a visit to the Cave of Wonders and a wild ride on the magic carpet?

Disney has the artists, but Virgin Games has the programmers. Virgin's contribution to the proceedings is its hush-hush proprietary programming technique, which transfers cell animation directly into a video-game graphics format. Although Aladdin will be the first game to use the technique, Virgin plans to use the process for other projects, as well.

The three companies currently have no comment on a CD version of the game. (But three wishes says Aladdin crosses over.) **Sega Enterprises of Japan** will develop a Game Gear version, but it's highly doubtful that it will feature the complex animation planned for the Genesis version.

Mario Goes Hollywood

It was an inevitable career move. Mario, one of the most popular characters in the history of video games, has taken his act from **Nintendo** screens to movie screens. **Hollywood Pictures'** *Super Mario Bros.* has just opened in theaters around the country, hoping to cash in on the huge summer movie crowds.

Bob Hoskins (star of *Who Framed Roger Rabbit?*) plays

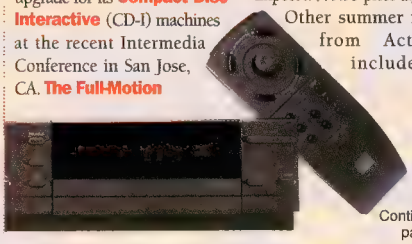
The explosive Dennis Hopper plays the crazed Koopa, John Leguizamo is Luigi, and Samantha Mathis is Princess Daisy in the film Super Mario Bros.

Mario, and John Leguizamo plays Luigi in a story that puts the two unlikely superheroes on the trail of the missing princess Daisy (Samantha Mathis). Along the way, the two brothers encounter eight-foot-tall Goombas, deadly fireballs, the crazed Koopa (played by Dennis Hopper), and the ultimate penalty of de-evolution.

Hollywood Pictures, a division of **Disney**, is counting on the video game's popularity to draw the bulk of its audience. Nintendo's own research showed that right now Mario is more recognizable among young boys than even Mickey Mouse. What's more, the **Super Mario Bros. 3** game for the NES has grossed more money than any motion picture in history with the exception of *E.T.* Clearly, Mario's Hollywood Moment has arrived, and the studio has spent $35 million to make sure his debut is successful.

Philips Upgrades CD-I for Full-Motion Video

Philips announced a 32-bit upgrade for its **Compact Disc-Interactive** (CD-I) machines at the recent Intermedia Conference in San Jose, CA. **The Full-Motion Video** (FMV) extension unit plugs into the back of existing CD-I machines and provides the capability to store and play up to 72 minutes of full-screen, full-motion video. Philips plans to create interactive movies and games to support the new technology. Philips is even considering selling movies on CD, similar to Pioneer's LaserDisc offerings. The FMV is due this September.



In a related story, **Philips** also plans to launch a line of **Nintendo**-licensed products for the CD-I. The games will be based on such popular characters as Mario, Luigi, Link, Zelda, and Yoshi. These all-new discs will be developed by Philips Interactive Media of America. **Hotel Mario**, **Super Mario's Wacky Worlds**, **Zelda: World of Gamelon**, and **Link: The Faces of Evil** are all slated for release later this year.

Activision Redux

Back from the dead comes **Activision**, the game manufacturer that was buried two years ago under $30 million of debt. Today the Activision renaissance is in full swing with a long list of new games coming this year and next. High on that list is **Return to Zork**, arriving this fall on CD platforms, possibly including Sega, 3DO, and IBM. This sequel to **Infocom's** all-time best-selling Zork combines 24-bit graphics with a little star power, in the person of Jason Hervey from *The Wonder Years*. Expect a $79.95 price tag.

Other summer releases from Activision include new

Continued on page 152.

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games for the Super NES: **Shanghai 2**, **Mechwarrior** (a virtual-reality based game), **Alien vs. Predator** (an extension of the comic book), and **Biometal** (a side-scrolling space shooter with advanced music technology).

Activision filmed live actors for the exotic roles in a CD version of Return to Zork.

Gamers who cut their teeth on the old Atari 2600 will want to see what Activision's done to some old **Atari** favorites this fall. The Super Classics line for the Super NES mixes original Atari titles – **Pitfall**, **River Raid**, and **Kaboom** – and contemporary technology to achieve some interesting effects. In the newest version of Pitfall, for instance, Pitfall Harry no longer swings on vines, he bounces with bungee cords!

Has the Lynx Been Declawed?

Lynx gamers had better hold on; their portable pusses may be in for a rough ride. **Toys R Us**, **Atari's** largest retailer, has stopped carrying Lynx products. Additionally, Atari has closed down its once-thriving office in Lombard, IL, and sources tell us the crew working at its Sunnyvale, CA office has been scaled down. However, we've also heard that Atari has nearly 20 Lynx games in development, and the system is still sold at **Software Etc.**, **Electronics Boutique**, **Babbage's**, and other outlets.

Atari's Jaguar Goes for the Jugular...Maybe

In a related story, **Atari** states that the bulk of its internal development staff is concentrating on the long-promised **Jaguar** home system. Touted as a high-end, 64-bit, cartridge-based machine with a price below $300, the Jag is slated to be introduced to the media at a New York press reception following the Summer Consumer Electronics Show in June. A nationwide launch is planned for late summer or early fall (it was originally promised for late '92 or early '93). Atari won't release game details, but claims to have already signed up a number of licensees.

How powerful is the Jaguar? In a car race, Atari says its custom 64-bit processor is, well, like a Jaguar, and 16-bit systems are like bicycles. Atari spokesperson Bob Brodie even goes so far as to assert that "third-party developers who've seen both 3DO and Jaguar hardware presentations say the Jaguar is better." (No, this isn't an April Fool's joke!) Is the Jaguar a SNES and Genesis killer, or is this feline full of it? We'll have the answers when Atari does!

Nintendo Sells Basic Game Boy System for $49

Portable Game Boy power now $49.95.

Handheld holdouts can now get gaming on the go for half a hundred bucks. **Nintendo** has introduced a stripped-down basic Game Boy package for $49.95, which buys only the system and batteries. The $79.95 model is still offered, which also includes **Tetris**, headphones, and the multiplayer game link cable.

Sega, Sonic Help Kids in Need

Ronald, Sonic, and friends play Genesis games at a Ronald McDonald House.

Sega of America's doing good deeds faster than a supersonic rodent in tennis shoes. Sega recently donated 157 Sega Genesis systems and software libraries to Ronald McDonald Houses around the world. Ronald McDonald House is a temporary residence for families with children being treated at local hospitals.

From left to right: Joey Lawrence of Blossom, Vanessa Williams of Melrose Place, Deejay Rick Dees, and Jeff Goldblum of Jurassic Park showed for KIIS and Unite.

Sega also worked with a Los Angeles radio station to sponsor a fund-raising concert called "KIIS and Unite," which benefited the **Pediatric AIDS Foundation (PAF)**. A host of celebrities turned out to support the event, including Armin Shimerman, who plays Quark on *Star Trek: Deep Space Nine*, Bruce Wilkerson of the L.A. Raiders, and key Sega executives.

Accolade, Sega Settle Their Differences

United they stand, at last! **Sega Enterprises, Ltd.** and **Accolade** have ended their prolonged mutual lawsuit in a third-party licensing agreement. The central issue of the lawsuit was "reverse engineering," a development process Accolade used in creating unauthorized games. If the courts had ruled in Sega's favor, a legal precedent could have been established making all independent software development illegal. However, since the case never went to trial, the laws have not been changed.

Accolade's current schedule of Genesis games, including **Bubsy: Claws Encounters of the Furred Kind**, **Jack Nicklaus Power Golf**, and **Brett Hull Hockey**, will be unaffected. Accolade will also consider publishing products for the Sega CD and Game Gear. Accolade notes that its game quality will improve, because the company will use special programming and development tools that Sega provides only to licensees.

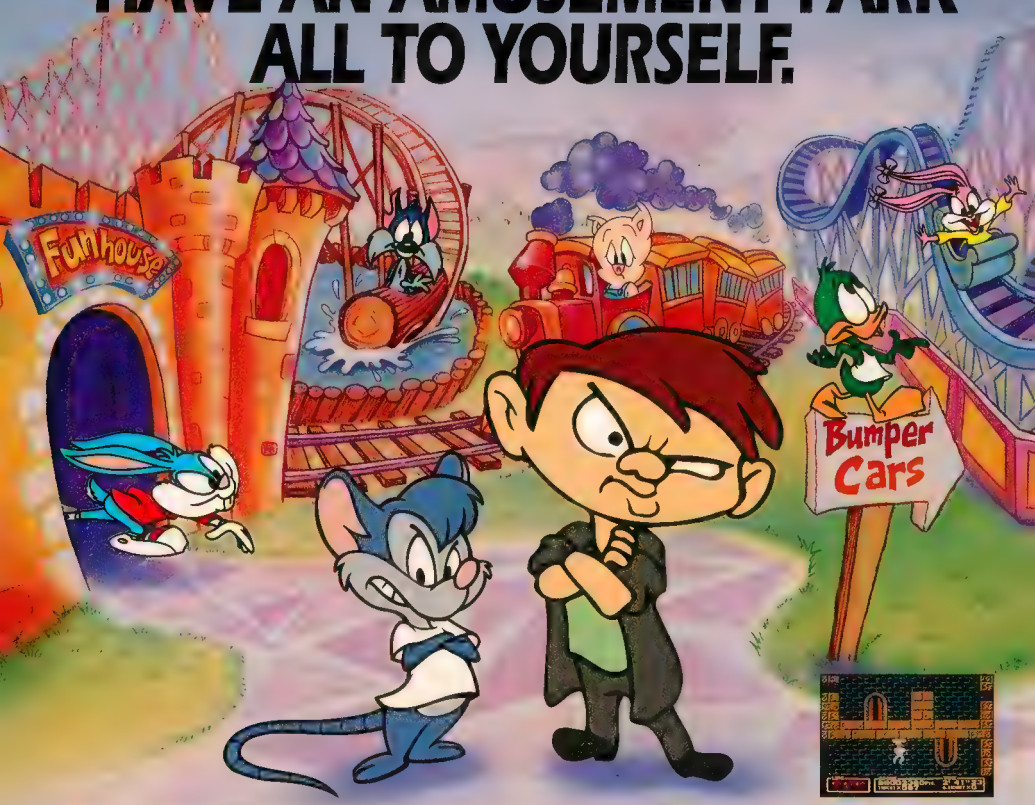
Following the announcement, an Accolade employee was overheard saying, "Will Bubsy and Sonic finally be seen in public together?"

NEWS BLIPS...

...**Electronic Arts** has moved to Sesame Street. A recent deal between the giant

Continued on page 154.

HAVE AN AMUSEMENT PARK ALL TO YOURSELF.



(Except for a couple of rats.)

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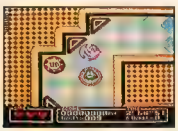
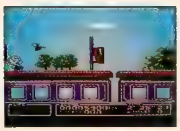


You've got your ticket to the weirdest amusement park you'll ever see. Head for the front gates! And don't forget your rat repellent.



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game company and **Children's Television Workshop**, the 25-year-old educational television company, will result in new interactive products featuring the popular *Sesame Street* characters.

...Could airborne handhelds bring aircraft crashing down? The **Federal Aviation Administration** (FAA) is considering whether to restrict or even ban the use of certain electronic devices on planes. These electronic devices, including portable computers, cellular phones, and electronic games, might interfere with an airplane's navigational controls.

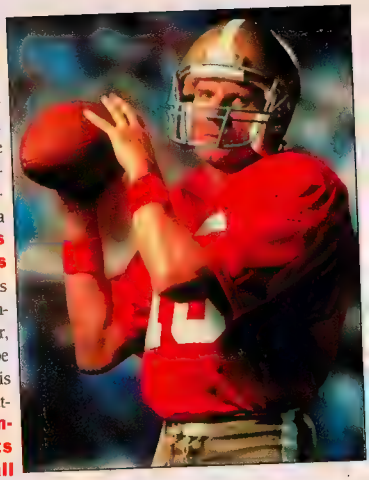
...For the first time in its history, **Nintendo** has shipped a million copies of a game to stores. Which one took the honors? You don't have to be as clever as a **fox** to figure out who's the **star**! See our April cover for the year's most talked-about game.

...**Gametek**, Part I: Look for some new Gametek games in the next few weeks: two puzzlers, **Tesserae** and **Jeopardy**, for Game Gear, and a racer, **Nigel Mansell's World Championship**, for the SNES and Game Boy.

...**Gametek**, Part II: The company also promises some special releases in time for Christmas, including **Family Feud**, **Wheel of Fortune 2**, and **Jeopardy 2**, all for the SNES and Genesis.

...But can he shoot the rock? Basketball broadcasting big-mouth Dick Vitale has signed a multi-year contract with **Tengen** to develop a new line of video hoops. The deal tips off at the end of '93 with **Dick Vitale's Awesome Baby Basketball**, featuring the colorful announcer's voice, likeness, and strategy. With typical modesty Vitale promises "It'll be uno number one, baby!"

...Look for **Natsume's Championship Wrestling** for the SNES in late '93.



...More sports news: Football fans in San Francisco are still mourning the April trade of legendary quarterback Joe Montana from the **49ers** to the **Kansas City Chiefs**. As far as **Sega** is concerned, however, Joe will always be a 'Niner, which is how he was depicted in **Joe Montana II Sports Talk Football** for the Genesis. As long as the game continues to sell, Sega has no plans to change Joe's red uniform or number 16, no matter what happens in his reallife career. (Incidentally, you'll notice that the Kansas jerseys are also red. How convenient!)

...**SNK** has announced the winners of its **Art of Fighting** Master the Magic Contest. Congrats to Shawn Cunningham of Chicago, Lou Davidson of Orlando, and Steve Curran of New York. Each gets a Neo•Geo Gold Advanced home arcade system...

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Advertiser Index

Acclaim 9
Accolade 137
Activision 45, 99
Asciiware 1, 2, 3
Bullet-Proof Software 5
CapCom USA, Inc. 131
Chip and Bits 151
DTMC 135
Electronic Arts 20, 21, 58, 59
Flying Edge 105
FunCo Inc. 132,133
Game Discount Warehouse 158
Game World Mania 149
GameTek 68
Hudson Soft 128
Interplay 103
Konami ..... 2nd Cover, 66, 67, 101
LJN 23, 28, 29, 65, 111, 124, 125
Master the Game 143
Namco 141
Ocean of America ..... 4th Cover
Play it Again 159
Quickshot Technology 139
Renovation 63
Sega of America 7, 10, 11
Software Etc. 34, 35
Software Toolworks 46, 47
STD ..... 3rd Cover, 160
Sunsoft 57
Taito 55
Tengen 53, 119
Turbo Technologies 15, 115
U.S. Gold 13
Virgin Games 40,41, 108, 109
Warner Music ..... Insert
West Coast 155

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